

485 PS2 GAMES RATED! / **228 POWER CHEATS!**
 THE ONLY BUYING ADVICE YOU NEED! / CONFLICT: DESERT 2 & INDY BUSTED!

PSM2

#40

THE NO.1 FOR REAL PS2 GAMERS

BIG REVIEWS!

WINNING ELEVEN 796%

Why we LOVE the Japanese PES3

FREEDOM FIGHTERS

Goes gunning for Conflict: Desert Storm 2... And WINS!

PRINCE OF PERSIA

WE'VE GOT IT! 101 Arabian fights!
 We playtest the original Persian thug!

EXCLUSIVE!

COLIN MCRAE 4

Colin's on a roll! Massive review INSIDE...

*DVD not available in the US or Canada

WARHAMMER 40K: FIRE WARRIOR REVIEWED

IGNORE ALL IMITATIONS: First REAL review of the Games Workshop FPS. And it's a shocker...

JAK'S BACK BABY!

JAK 2 RENEGADE

EXCLUSIVE REVIEW!

"The best game I've EVER played"

Jonnie Bryant, PSM2

36

PAGES OF RED HOT REVIEWS!

EVERY GAME YOU NEED – RATED INSIDE!

Soul Calibur 2, Italian Job, Judge Dredd, Amplitude **+ MANY MORE!**

PROJECT MANHUNT

FIRST X-RATED SHOTS!
 Have Rockstar gone too far?

FIRST WITH







Spotlight Off The Ball™ Vision. Now your reading of the game makes all the difference. Achieve complete control over every player on the pitch. Not only the one with the ball. Play passes into space and anticipate the movement of team-mates. Pick out the player who has made the most prescient run and deliver the perfect pass to split the opposition.



Spotlight Off The Ball™ Running. Great players know that what you do without the ball matters just as much as what you do with it. Make dummy runs, find the space and pull defenders out of position. So that, when the ball does come your way, you're in the right place to inflict maximum pain.



Spotlight Off The Ball™ Receiving. Invade the space and then defend it. Off The Ball™ Control means that you have to fight over every inch of turf for the good of the team. And risk losing your shirt in the process. Because you need to be strong to get into the best position to receive the ball. And brilliant to bury it.

The most important ball skill is what you do without it.



Spotlight Innovative Gameplay. The enhancements to FIFA Football 2004 don't end with Off The Ball control. In-game Team Management lets you change tactics and call plays in real-time. Plus you can create set pieces and introduce them into the action at the touch of a button thanks to Set Piece Play-Calling. It's a whole new ball game.



Spotlight Career Mode. Assume the manager's role and take your team from zeroes to heroes. The inclusion of lower league teams and stadia brings greater depth to the gameplay, with the added spice of promotion and relegation battles. If you can balance the books and take your team from nowhere to the big time in successive seasons, immortality awaits.



Spotlight Football Fusion. Get even more from FIFA this year with Football Fusion. Import a team from Total Club Manager 2004 and play their games for real in FIFA, then export the result and continue managing. You can create an all-star team in Total Club Manager 2004 and play their fixtures in your new FIFA game. Or export a team from Total Club Manager 2004 not featured in FIFA Football 2004 and play their matches in real-time.

THEY TOOK YOUR FREEDOM.

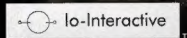


FROM THE MAKERS OF
HITMAN 2™

16+

PC CD-ROM

PlayStation 2



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- ★ Fight the enemy with guerrilla tactics and weapons
- ★ Intense 3rd-person action on the streets of New York
- ★ 4 player split-screen mayhem



Challenge Everything

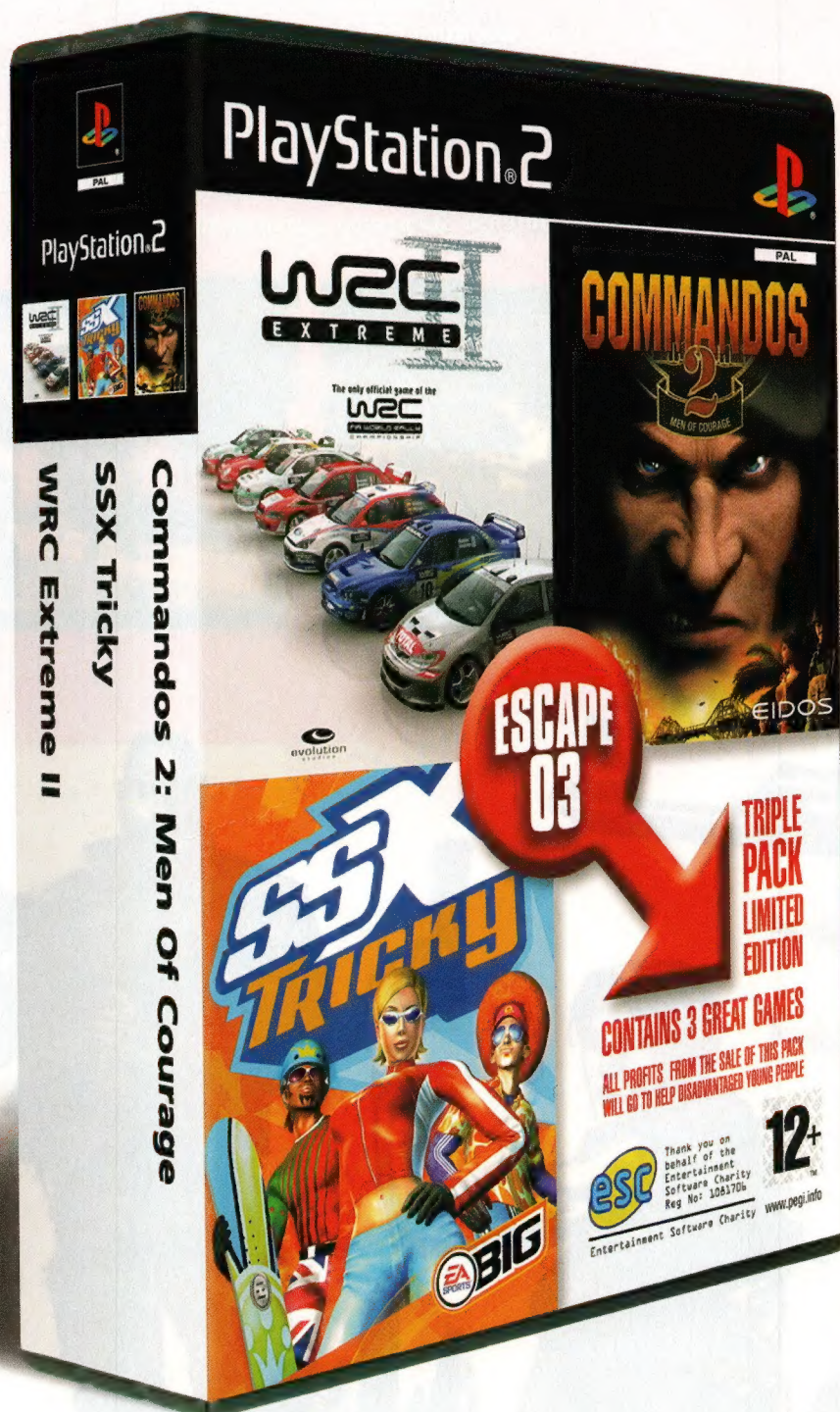
freedom-fighters.co.uk

TIME FOR ACTION

ESCAPE
03

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Entertainment
Software Charity

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PlayStation 2



www.pegi.info

Available in all good game stores 26th Sept '03

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WELCOME TO PSM2

**PSM2
COVER
GAME!
PG24**

JAK 2: RENEGADE

We've got the **WORLD EXCLUSIVE** review of the eagerly awaited sequel to the PS2's premium platformer. It's big, it's beautiful, it's only in PSM2.



WANTED: GAME DESIGNER. MUST BE GOOD AT CARPETS, SKIDMARKS AND EYEBROWS...

Spare a thought for the poor blokes working on *Tony Hawk's* for PlayStation 3. Believe us, they're at it. Of course they're only getting their heads around what the new technology might allow but already they, and every other big developer are facing a new problem. If the new machine is so powerful that it can model everything from the dirt under the lead character's fingernails to the contents of every drawer in his flat, then you lot will demand nothing less. Right?

These days 60 people can make a great game (an increase of 59 over the 1988 average). A great game consisting of cars, tracks, spectators... the usual stuff. Games like *Jak 2* (page 24) go one step further to lavish tiny details on far flung places, rewarding the inquisitive – and we love them for it. Now imagine having to create every book on a shelf or can in a cupboard. Imagine all that effort and time for a room that may never be seen by anyone. Seems unnecessary? Now imagine the disgust you'll feel at not being able to break into a house, rob the video and help yourself to the contents of the fridge in *GTA6*. EA Canada are going to have to employ the entire population of Canada. The Sony offices in Golden Square will expand to become their own London borough. With a 'PS' postcode...

Best start taking a computer course and brushing up on your art. By the year 2010 every second person you meet is going to be a 'tarmac artist', 'bounce programmer' or a 'grass engineer'. See you in class.

THE PSM2 TEAM

BY CHOOSING BRITAIN'S BEST PS2 MAG, EVERY MONTH WE GUARANTEE YOU:

✓ THE SHARPEST OPINIONS

Unlike other magazines, we're not 'in bed' with the industry – we can write what we want, when we want. We're the only mag to bring you hands-on verdicts of games while they're still being made and it's against PSM2's reviews that others are judged. Our readers always come first and we'll never betray your trust.

✓ THE CLEAREST INFORMATION

Don't put up with magazines that give you 400 words of indulgent drivel before they actually start talking about a game. PSM2 gets straight to the point while the others are still up their own arses. No-one comes close to the quality of our writing and we guarantee you the best, most exclusive screenshots every single issue.

✓ THE RICHEST DETAIL

We play games longer and harder than anyone else and stuff every page with the detail we find. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2* and floor an Audi TT around central London in *The Getaway*. The result? By reading PSM2, you're the most informed people on the planet.

✓ THE BIGGEST GAMES

As well as bringing you unrivalled coverage of every new UK game, we review the biggest titles as soon as they hit Japan and America – so you know which ones are worth waiting for. If a game's not in PSM2, it's not worth knowing about. Anyone who decides to sneak a game on to the shelves behind our backs can't be trusted.

✓ THE HOTTEST DVD ACTION

Forget a disc full of developer-approved CG and misinformed, patronising press release voiceovers – we carry more in-game footage than any other mag. In fact, we show you more games in action, full stop (don't let inferior mags try and tell you otherwise). No-one can better the kind of inside info we get. You won't miss a thing. And it's all free.

✓ WARNING: PSM2 ISN'T ABOUT...

Piss-poor, seen-it-before features on girls 'n' games. Or game violence. Or piracy in the games industry. It's not about those japs being mad or D-list celebrities playing some random title. We don't review music CDs or ice creams. We won't waste space with such clichéd trash – we'll let other magazines do that.

PSM2 • OFTEN IMITATED • NEVER BETTERED

PLAYSTATION 2 MAGAZINE

PSM2

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PLAYING PS2 LONGER, HARDER, FASTER
コンテンツ

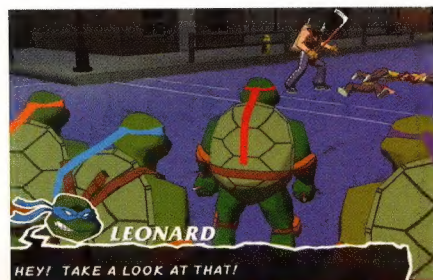
コンテンツ



WORLD EXCLUSIVE!

JAK 2: RENEGADE

A review three weeks in the making. It took that long to uncover every secret and check that no unpleasant surprises lurked to ruin the PS2's perfect action adventure. The verdict? Best flip to page 24 right now. You won't be disappointed.



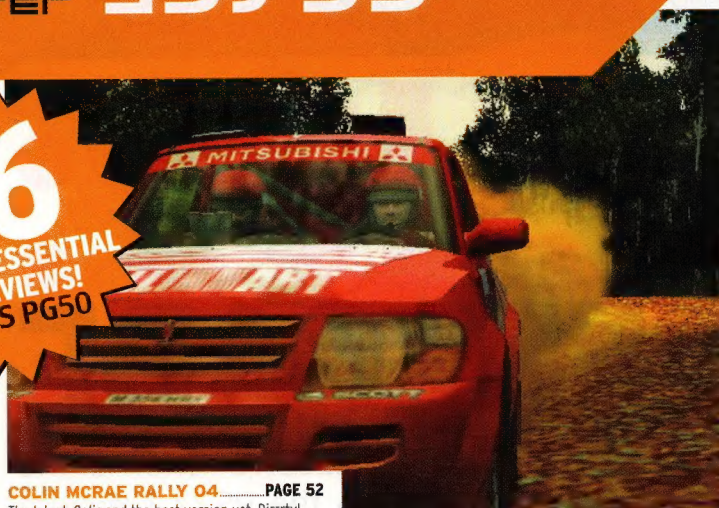
TEENAGE MUTANT NINJA TURTLES...PAGE 34
They love pizza. They're in a 'half shell'. And they're in a PS2 game.



KILLZONE...PAGE 21
The game Sony tried to hide - revealed! Is this the best FPS ever?

36

PAGES OF ESSENTIAL
PS2 REVIEWS!
STARTS PG50



COLIN MCRAE RALLY 04...PAGE 52
The latest Colin and the best version yet. Dirrrty!



W40K: FIRE WARRIOR...PAGE 80
Our review discovers a few chinks in its space armour...



FREEDOM FIGHTERS...PAGE 56
The best action-strategy game we've played. Check it out.

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The place with the hottest PS2 stories, news from developers, insider gossip and release info.

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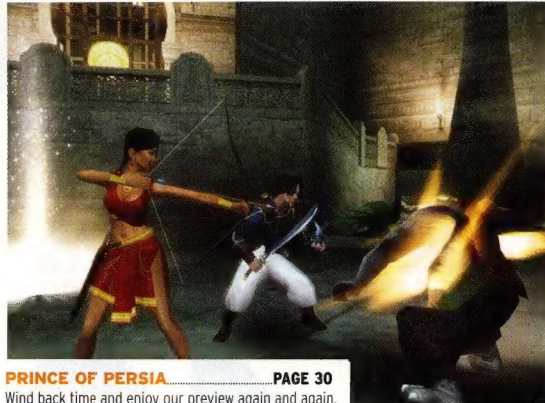
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PRINCE OF PERSIA **PAGE 30**
Wind back time and enjoy our preview again and again.



JUDGE DREDD **PAGE 60**
Not only is he 'the law', he makes a mean FPS too.



WINNING ELEVEN 7 **PAGE 82**
All hail the Japanese version of the game that will become PES3.



"WE COUNTDOWN THE TEN TITLES MOST LIKELY TO NAB YOUR CHRISTMAS CASH. THE CLOCK IS TICKING..." - PG44

NEW TO PSM2?

WE RECOMMEND YOU GO HERE FIRST...

10 ON YOUR DVD

If you're keen, you've already seen this month's awesome DVD. If not, flip the page and check out what you've got to watch when you get home...

12 LETTERS

Find out what *real* PS2 gamers are talking about.

24 JAK 2: RENEGADE

The world's first review of the PS2's long awaited action-adventure masterpiece. The platform game is dead – long live the 'character action' game...

52 COLIN MCRAE RALLY 04

The fourth *Colin* makes last year's superb effort look half-baked. This is what happens when graphics, physics and options are taken to the max.



ISSUE #40 "JAK JAK JAK YOUR BODY"
Aw look, he's all fluffy and cute. And the funny man with the big ears looks cuddly... Forget that stuff. *Jak 2* is a serious game for serious PS2 players. The 'platformer' is officially dead. Word.

50 REVIEWS

All the latest games given the PSM2 review treatment

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96 PRO TIPS

Training you in the dark arts of PS2.

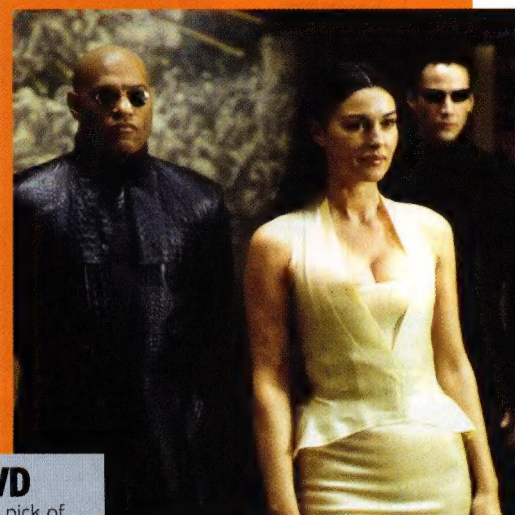
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Soul Calibur 2	64	Reviews
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Virtua Fighter 4 Evolution	97	Pro Tips
Virtual On: Marz	98	Pro Tips
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DVD

The pick of this month's DVD releases reviewed...88

THE MATRIX RELOADED

PAGE 88

But will all that 'architect' wibble make any more sense second time around? Check the DVD review.



"THE ORANGE WRITING TELLS YOU WHAT SECTION YOU'RE IN - THE BLUE HIGHLIGHTS WHAT YOU'RE ABOUT TO CHOOSE"

PSM2DVD 40

When we're done with the mag the whole crew sets to chillin'. Got more DVD than the Bob has got Dylan. We out. Peace.

FREE! THE NO.1 PLAYSTATION.2 DISC!

PSM2DVD

VOL. 40 The HOTTEST games disc // The No.1 choice

EXCLUSIVE!

JAMES BOND

BRAND NEW BOND!
See James Vs Jaws only on PSM2 DVD!

15

007

EVERYTHING OR NOTHING

WORLD FIRST!

NEW! WINNING ELEVEN 7

NEW! SSX 3

NEW! NEED FOR SPEED: UNDERGROUND

NEW! PRINCE OF PERSIA: THE SANDS OF TIME

16+

MEDAL OF HONOR: RISING SUN

6 MINS OF IN-GAME ACTION!
See the incredible Pearl Harbour level for yourself!

AND AGAIN!

GORE-DON BENNET!
Sacre bleu! Have you the stomach for the goriest trailer EVER?

527 CHEATS ONLY ON THIS DVD

Loaded with SPECIAL

JAMES BOND 007: EVERYTHING OR NOTHING

Bond. Brilliant, isn't he? The cars, the gadgets, the girls, the big man with metal teeth - he's got the lot. 007 heads up our DVD this month, with a brand new trailer of Pierce flying into action. You've got to see this to believe how good it is.

Let's not forget though, the rest of the blockbusting contents of your shiny new DVD. Fresh outta Japan comes Konami's *Winning Eleven 7 - PES 3* in all but name, and currently occupying our lunch hours. Three words: Best. Thing. Everrrr. EA's big-hitters continue with the blisteringly fast *Need For Speed: Underground*, and the awe-inspiring *Medal of Honor: Rising Sun*. Gaze in disbelief at the amazing Pearl Harbour opener ripped apart - you're going to love it. Then there's the small matter of an amazing new trailer of Capcom's Samurai epic, *Onimusha 3*, and, oooh, loads more. Check it out now!

GET THE MOST FROM YOUR DISC...

DOLBY 5.1 SOUND

The PSM2 DVD now sports full 5.1 support with portions of the DVD soundtrack and, where available, the game noise itself being presented in full Dolby Digital 5.1 surround sound. If you don't have the gear, fret not. Our disc works perfectly in stereo or mono.

PIN-SHARP PICTURE

We've optimised the presentation of the disc to provide high quality playback on any TV using any connection. But for maximum enjoyment, we recommend you get hold of a lead with S-Video connection for your PS2 (around £15). Either that or watch the disc in RGB-o-vision with a regular DVD player.

SYSTEM MODIFICATIONS

Want to make your DVD playback even louder and sharper through the lead that came with your PS2? Simply pause your disc (by pressing **△**) and locate the Set-Up option (top row and right). Go to Audio options and set the DVD Volume option to +2. Do the same for DVD Sharpness.

COMPLETE BUYER'S GUIDE

The PSM2 DVD isn't just a monthly collection of the hottest in-game action from the biggest new titles. It also features a review vault of every PS2 game, plus video-reviews of our top recommendations. Finished watching the footage? Try out our unique branching directory.

SHHH. IT'S A SECRET...

Finally, when you think you've explored the disc completely, you haven't. We've deposited some secret footage on the DVD. As always, we'll reveal where it was and what it was next month. In the meantime, to find out how to unlock last disc's egg, see over there...

THE BEST GAMES • THE BIGGEST DISC

NEW TO PSM2? START HERE...

1. THE MONOLITH

After thrilling to our full-on DVD intro, your journey through harsh reality brings you to the PSM2 Monolith – a peaceful and perfect place where you can choose from one of five PSM2 game-realms to visit.



THE MONOLITH: Here's where your journey starts. Explore every section to release three and a half hours of entertainment.

2. GETTING AROUND

Whether you're using a DualShock 2, PS2 remote, using a PC's mouse or simply watching through a DVD player, it's simple to find what you want. Here's the PS2 basics...



While you're watching Reviews, click down the R3 Analogue stick to hear an alternative soundtrack.

3. BROWSING

Your DVD has five main sections: Accelerator, Coming Soon, Reviews, Pro Tips and Extras. Each of these is split further for your ease and entertainment.

THE SUB NAVIGATOR

In each section you can move the blue highlight left to this column and choose similar parts of the disc.

MAIN MENU

Move the blue highlight down here to access all the other sections of the DVD – no need to go back to the start. Magic.



GAMES

Scroll the blue highlight up and down here – click X once to select, then again to play.

EASY GUIDE Orange shows you what section you're in, blue what you're about to choose.

THIS MONTH'S HIGHLIGHTS...



007: EVERYTHING OR NOTHING
Bond breaks cover in an explosive new trailer.

NFS: UNDERGROUND

Distastefully fast racing from EA.



WOLF: RISING SUN Mind-blowing Pearl Harbour opener...



ONIMUSHA 3 Jean Reno on a motorbike – brilliant! Don't miss it.

ACCELERATOR

The biggest developments from around the globe in one eye-rinsing news burst.

Press X to play the newsreel.

COMING SOON

Home to upcoming games, it's split into five zones.

Hands-On Previews

All the latest game footage and trailers.

Developer Insight

We corner friends from the videogame world and make them speak for you.

Spy Cam

Our game spies are always ready to bag behind-the-scenes footage that other mags wouldn't even dare to record. It's exclusive, for your eyes only.

Overload

It's the best of the rest – exactly the same as in the magazine.

Import Round-Up

From hot new games to multi-million best sellers. Here's what's moving and shaking in Japan right now.

Press ← to use the Sub Navigator and make a selection.

REVIEWS

All the insight of PSM2's famous reviews on a DVD.

Recent Releases

See 'em in action, check the PSM2 verdict and listen to the team emptying their heads into your ears.

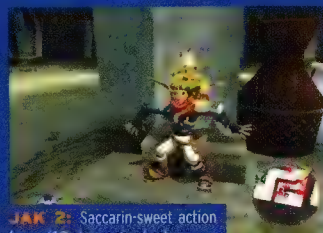
Absolute PS2

A unique branching directory of every PSM2 review – an essential resource, updated every month.

Must Buy

We've broken down the entire PS2 back catalogue into popular types of game. Choose your favourite genre, and then check out our recommended titles – click X to see the review and R3 for commentary.

Press ← to use the Sub Navigator and make a selection.



JAK 2 Saccarin-sweet action from Jak's triumphant return.

PRO TIPS

No other mag brings you top guides and reader show-offs.

Pro Dojo

We want to make you famous. Take part in our challenges (see pg98) and earn a place in DVD history. Note: the quality of playback may suffer due to source material being supplied on VHS.

The Experts

We single out a star performance each month. This can be from one of PSM2 team, the game's developer, an award-winning pro gamer, or you.

Access All Areas

A massive volume of life-saving tips, codes and cheats.

Press ← to use the Sub Navigator and make a selection.



POP: THE SANDS OF TIME Sublime in-game footage of Ubi Soft's amazing Prince re-make.

EXTRAS

You'll find Showreel and Random Factor selections hidden away here. Play the entire content of the disc in order or – hey! – at random.

LAST MONTH...

Issue 39's secret is an interview with industry legend and Wolfenstein creator Todd Hollenshead. To find it, simply head to the last page of reviews and from the bottom nav-bar, press up.



WINNING ELEVEN 7 It's everything we hoped it would be and more. See Japanese PES3 in all its glory.

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

GAME

www.game.uk.com

WINNER!

Every issue, the writer of the Star Letter gets the PS2 game of their choice in return, courtesy of the bright sparks at GAME. Simply tag which game you'd like to the bottom of your letter or email and, if you're the chosen one, GAME will be sending you a copy to your door. Now - entertain us and your fellow readers...

MIXING YOUR DRINKS

"SNAKE CAN DRINK IT HIMSELF OR CAN TAMPER WITH THE COFFEE TO GIVE GUARDS ODD EFFECTS!"

Dear PSM2

I thought of a good thing to be used in *MGS3*. Coffee! There should be coffee pots in the base area which guards will drink to keep them awake. Snake can drink it himself but can also tamper with the coffee to give guards odd effects.

- Tranquiliser dart: Makes guard sleepy
- Snake Venom: Makes guard ill
- Liquor: Makes guard drunk
- Laxative: If you don't know then you're stupid
- Cigarette: Makes guard addicted to coffee, making him drink the whole pot, making him jittery and crazy so that the guards will shoot him on sight!

Also you can have certain foods that will affect your gameplay. Snake can eat a tin of beans he finds at an enemy camp site, but upon hearing his farts, he'll be found out, unless he can hide quickly, in which case the guard will blame his 'stinky' friend and laugh their asses off, leaving a good time to cap them. I am the English Koj! Good day!

Ben Smallman
Via email

■ You were doing so well up until the fart business.

This is your chance to air your views on the hot potato of the moment:
Which do you prefer: *FIFA* with its stats and players, or *PES* and its playability?

EMAIL: PSM2@FUTURENET.CO.UK

WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW



access panel 3 to open it. Use the switches to enter code 01101111 and press enter to get to the hexadecimal key. The only code I have come across so far for the next section is: 1010-0011-1011-0001-1010-0100-0010-1000 (A3B1A428). This will then give you the option to download a Nebuchadnezzar model builder which is pretty good.

Anyway congratulations on an otherwise top mag.

John A
Via email

■ Did you do all of this yourself, John? Hmm?

FOOTIE FUSION

Dear PSM2

Pro Evolution Soccer 2 can whip *FIFA 2003* any day in gameplay, full stop. But *PES2* is slightly flawed in that the commentary is mediocre and some of the players and team names are wrong. Even though *PES2* is miles better than *FIFA 2003* it still somehow sells far less games.

I keep praying for the day when EA accept they need help at making the football aspect of the game and go to Konami for help. Konami could then make the matches, and EA could program the commentary. Then both *FIFA* and *PES* fans will buy it, and it will be a perfect game with perfect gameplay, perfect names, perfect commentary, perfect everything. And then the world would be a better

place. Tell me this is going to happen.

Edward Ball
Via email

■ Ain't never gonna happen, Ed. Besides, choice is always a good thing - even if we'd always choose *PES* over *FIFA*.

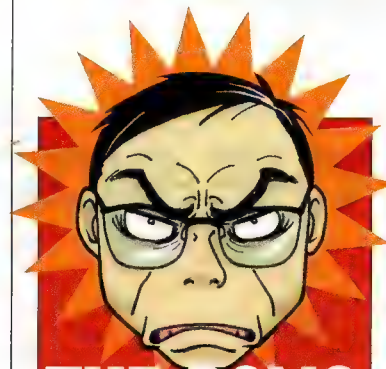
GENRE GENIE

Dear PSM2

This letter is in response to Alex Roe's letter (PSM2#37) and Phil Tomlinson's letter (PSM2#38). First off, Alex Roe. What the frik are you on about, that game designers' souls are dying? We all want innovative games, but it's really hard for game designers to come up with new ideas for games because almost everything has been done already.



WARP AND THEFT Prefer *GTA3* to *Vice City*? Find the music a little old-fashioned? Don't like Toto? Hmm? Eh?



THE PSM2 RAGE GAUGE

ONLINE? GRAAHHH! ETC.

Dear PSM2

PS2? Online? Sounds like a scam. Any fool rich enough to get broadband has a fancy PC. If you need a PC to get PS2 online, use that for online games! Online PS2 means adverts, piracy and irritating viruses. Is that really so great when you can play someone you can see to laugh at, instead of some Yank with a bulging waistband calling himself "Neo" or "Gamelord" or something sad and unoriginal like that?

Samuel Judge, via email

Except PS2s don't need constant, expensive upgrading. And what's wrong with being called Gamelord?

Now to you, Mr Phil Tomlinson - you think games have to be more like *Vice City* because of all the genres in it, eg, driving, flying and shooting, and all these to you make a game innovating. News flash - making games filled with different genres don't make a game good, it's gameplay, how they make that genre work, that's what makes a good game.

Drew

Via email

■ "Innovating"? Excellent.

VICE TO SEE YOU

Dear PSM2

I was just playing *GTA3* (*Grand Theft Auto 3* for all the dumb people out there) and I realised that *GTA3* is a better game than *Vice City*. Wanna know more? Then read on. In *GTA3*'s world, cars now have bullet-proof windows and tyres, people are no longer allowed to crouch, and only people of the law (cops, etc) are allowed to fly helicopters, due to a crazed madman using them to cut people up via the rotary blades downstate. So there you go, *GTA3* is a better game than *Vice City*, it's just no-one really looked into it like me.

Aubrey Dono Berby

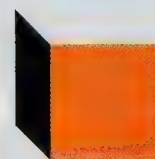
Via email

■ This letter makes no sense whatsoever. We apologise.

BAD NEW GAME

Dear PSM2,

I am writing now to tell you about my disappointment in games for the next generation consoles. I have noticed



GOIN' POSTAL

Nuggets of your brain-ramblings plucked from parchment and transferred via electrical ensorcellment to the earth-magazine page.



some sort of gernalist? If so, how much does it cost to go?

Ian P, via email

It doesn't cost us a bean, but it's a whopping \$325 for the public – see www.e3expo.com.

DARK

When is *Dark Chronicle* coming out?

Rikki Smith, email
5th September.

FAVE

Apart from the *GTA* games, what is your all-time favourite game? Mine is *RIFA 2001*.

Tom B, email
Sardines.

SEQUEL

Is it me or is every promising game that's coming out a sequel?

Hugh, email

Killzone's not! But *MGS3* is. Ah...

Colonial Marines game is coming out? I heard they were adapting it for the new headset.

James, email

It's dead, James. Sorry about that.

DEVIL

I was just wondering if it's true that the *Aliens*

GERNALIST

Can any old dude go to E3 or do you have to be



Snake Up

What would you like to see in *Metal Gear Solid 3*? Coffee? Flatulence? How about a little pet monkey on a piece of string that Snake can use to fetch fruit?...

that all the games tend to be more than what they used to. Yes, they do have new and improved graphics and yes, rumble features are as standard. But that's it.

That's all you pay for. A whoppin' £40 for a movie-like game? For example, *Final Fantasy 10*, this was 90% cutscenes 5% gameplay (don't know where they put the rest of the game). *Tomb Raider: The Angel Of Darkness*. It looks good, but it kept us waiting for months upon months to arrive, and when it did? Disappointment struck. The conversation nonsense was tedious, like *Red Faction 2*, a sequel to a truly amazing and original style game (*Red Faction*, duh) was short and almost identical to the first game (besides the new levels and some new characters).

Why can't new games be like the golden oldies?

Peter McQuilkin

Via email

■ 5% gameplay in *FF10*? RPGs are tedious? *Red Faction 2* identical to its predecessor apart from "new levels and characters"? Nurse!

INFO PLEA

Dear PSM2,

I'm asking you if I could get some info about *Killzone* please. I know that the game is under an NDA, but maybe could I get some little details or info from you.

Christian De Jong

Via email

■ NDA? Is that like an umbrella? Check over the next few pages for more on the 'Zone.

CONSPIRACY THEORY

Dear PSM2

I was just wondering, how come the graphics on sequels can be improved.

I mean it's the same console, but the graphics get better and better. Soon it will look so realistic that you will think you see real people. What do the designers do? Do they hold back and then improve it for the sequel?

By the way, in issue 38 you said you would rather play in the magical lands of *Final Fantasy 10* than in Sittingbourne, Kent. I am from Kent and I think that I would rather play in *FF10* because Sittingbourne isn't the best place ever.

James Johnson

Via email

■ Nothing so sinister, James – it's simply practice. You make another game, you get better at it. And glad to know you agree with us about Sittingbourne not being as good as *FF10*. Anyone else want to diss Kent?

PANTS, PANTS, PANTS

Dear PSM2

Is there any reason why *Spongebob Squarepants: Revenge of the Flying Dustman* doesn't get a mention in your Absolute PS2 section?

It's a lot better than many of the platformers listed and for its target audience of roughly 5-10 year olds (ie, my kids) it stands out as a great introduction to console gaming, being fun, moderately challenging and not at all patronising.

It is also probably the best of the usually woeful Nickleodeon tie-ins capturing a lot of the anarchic fun of the cartoon series. In terms of a rating it certainly isn't as good as *Sly Raccoon* but is definitely better than *Spyro: Enter the Dragonfly* and on that basis should



JOE PANTOLIANO: Lost classic or simply just a pile of old turd? *Spongebob* fans unite and tell us!

"I RECENTLY BOUGHT RAGING BLADES AND NOW I'M RAGING LAURENCE. I FINISHED THIS PIECE OF RANCID VOMIT IN JUST OVER 25 MINUTES..."

earn a rating of around 70. Reviewers often (and quite rightly, too) moan about the dire nature of games intended for younger gamers, and yet when one comes out that is worthwhile it seems to be completely ignored. *Spongebob* also has in its favour the fact that it is only £12.99 not £39.99 like at least one of the other games already mentioned, and so is far more parent-friendly. Spread the word – this is a good kids' game – or at least put the game in your listings and let people make up their own minds.

Nick Phillips

Via email

■ Do you work for THQ? In all seriousness, the publishers were so proud of this forgotten masterpiece that they forgot to send it to us for review. We'll endeavour to hunt

(both great games) could have been that much better if a bit of red spewed out every time someone took a bullet or a punch. I'm sure next time you meet with EA or Free Radical, when you're shaking hands, you could slip them a 20 or something...

Peter A,

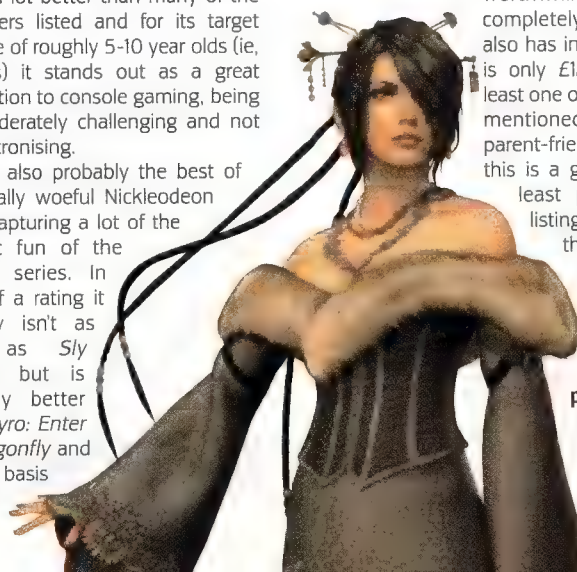
Via email

■ 20 what? Bensons? Of course these companies want to sell more copies of their games, and what on earth is wrong with that? And in all honesty, exactly what does blood add to a game like *TS2*? Its cartoon beauty benefits immensely from not being drenched in for-the-sake-of-it man-claret.

BOSS STICK

Dear PSM2

I have been thinking about *MGS3* when I realised (if it is Big Boss not Snake) there won't be a *Metal Gear* in it because Big Boss created Metal



LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE



COCK KNEE: Nicely mapped London, flawed controls, and as for the accents... well, did YOU like 'em?

Gear after he left the army. But in *MGS3* he's still with the army. So if it's not him, who could the boss at the end of the game be?

Daniel Brucas

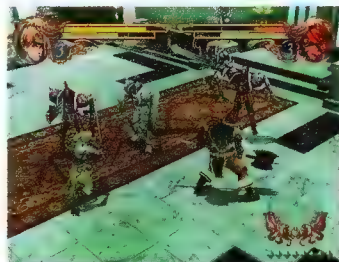
Via email

■ Nice to know that someone has been paying attention. That said we're certain some kind of 'Gear will pop up. Maybe just a little one.

MGS BATTLE RAGES ON

I bought issue 38 of your magazine and look in the letters section and what do I find? I'll tell you what, some prick being a little gay cos I got the name of the film wrong, boo-hoo, I'm so fucking ashamed.

Why did you print a letter from someone as obviously retarded as James Lush? Oh how I loathe thee, James Lush! And you say you're going to give an eyepatch for the stupidest letter relating to Kurt Russell, well I'll write you a different letter. People write letters about one of two things: a) How they hate the internet and don't want the PS2 to go online, and b) How the games developers should make games more original. It's the



RAGING TIRADES: Don't make Laurence angry. You wouldn't like Laurence when he's angry.

same people every fucking issue. Why are you calling me stupid when some random person writes a letter that's already been in two months ago?

SCREW JAMES LUSH!

Matthew Power

Via email

■ How magnificently deranged. Your eyepatch is in the post. James Lush, do you have anything to say in your defence?

RAGING LAURENCE

I recently bought *Raging Blade* (£19.99) and I'm now Raging Laurence. I finished this piece of rancid vomit in just over 25 minutes.

DON'T WRITE TO PSM2 WITH SCREW JAMES LUSH! MOE TOMB RAIDER GUFFERY...

Isn't it about time there was some sort of quality control put in place to stop people getting ripped off, or an average playing time printed on the back cover of the game though I know that some companies may get the fear if people found out how short their games are!

There must be something done. I'm sure I'm not the only gamer out there who is afraid to try out a game that they haven't heard of because of the risk involved, but then missed out on a great game.

Laurence Cross

Via email

■ The only solution here is to trust mags like us, Laurence, as we'll tell you if a game's worth the cash or not. We also enjoy your excellently relevant surname, Raging Laurence.

UZI LOVER

I am writing to strongly disagree with your ludicrous decision to name *The Getaway* the 'biggest disappointment' in issue 38. In my opinion *The Getaway* was a stroke of pure genius. Those great cockney accents. Maybe it wasn't quite as good as kicking a punk off his bike then riding off at 100 miles an hour shooting people with an Uzi, but it was still one of the most exciting and entertaining games in its class.

Jack D

Birmingham

■ Ah yes, the "great cockney accents". A startling new definition of 'great', there.

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

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PSM2, Future Publishing, 30 Monmouth Street, Bath BA1 2BW
Email: PSM2@FUTURENET.CO.UK
Tel: 01225 442244 • Fax: 01225 446019

EDITORIAL
Daniel 'Elton and David' Griffiths
Milf 'Milli Vanilli' Coppock
Jonnie 'Hinge and Bracket' Bryant
Esther 'Alfie and Kat' Woodman
Daniel 'Les and Dustin' Dawkins
Daniel 'Kris Kross' Vincent
Adrian 'Carolgees and Spit' Lawton

ADVERTISING
Call: 01225 442244
Simon Tapscott
Daren Gratton

Scott Longstaff, Phil Jones, Dan Robinson

PRODUCTION
Rose Griffiths
Lee Thomas
Matt Eglington
Mark Gover,
Jason Tildley, Simon Windsor

EXECUTIVE STAFF
Roger Parry
Greg Ingham

Colin Morrison

John Bowman

Rob Price
Rob Pegley
Sean Atkins

SUBSCRIPTIONS
PSM2
FREEPOST B54900, Somerton,
Somerset, TA11 6BR
Email: subs@futurenet.co.uk
01458 27184
01225 822510

Simon Wear
Email: simon.wear@futurenet.co.uk
Tel: (0)1225 442244 • Fax: (0)1225 732384
Wyndham Heron
Seymour Distribution, 85 Newman
Street, London W1P 3LD. Tel: 020 7907 6000

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Tel: +44 1225 442244
www.thefuturenetwork.plc.uk
Bath London Los Angeles Milan
New York Paris San Francisco

GLOBAL SPILLAGE

Letters from around the world in an easy-to-comprehend planet-gram.

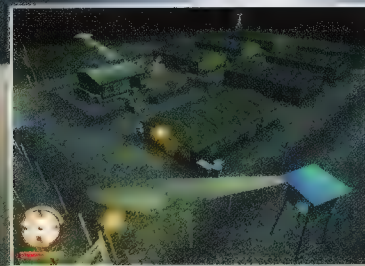
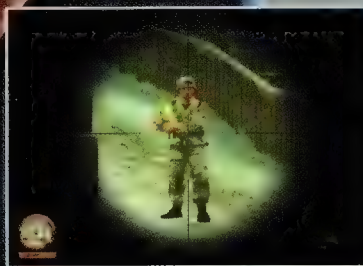


YOU WHAT?

Who's been saying what this issue.

Online opinion
Killzone rumours
All those sequels
MGS3 timeline
James Lush

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PIVOTAL
GAMES



PlayStation 2



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PSM2

ACCELERATOR

DRIVING OPINION • BREAKING NEWS

ジョセフ・ソウザ

ニュース



KAIN MUTINY: Core may have invented *Tomb Raider*, but Eidos want *Legacy of Kain*-makers Crystal Dynamics to make the next game.

LARA OFFED: Jeremy Heath-Smith, ex-Core boss left the company just two weeks before they lost *Tomb Raider*.

REVELATION #1

LARA - THE FINAL REVELATION

Croft creators sacked in favour of vampire loving yankees, as the fallout from Lara's PS2 debut shakes the franchise to its Core...

After a seven year relationship, spanning six games, seven formats and over 25 million sales, Eidos will hand the licence to develop further *Tomb Raider* games to their wholly owned American developers Crystal Dynamics, of *Soul Reaver* fame.

The news was hidden in a press release announcing the shipment of 500,000 copies of Lara's PS2 debut, delivered to the city on Wednesday 30th July 2003. "In recognition of the company's need

continually to enhance the value and maximise the commercial opportunity of its [*Tomb Raider*] franchise, for which all intellectual property rights belong to Eidos, the board has concluded that it will transfer development of the franchise to its Crystal Dynamics studio in the US".

The future of Core Design, the UK-based creators of the mighty *Tomb Raider* phenomenon, looks perilous. "Eidos will

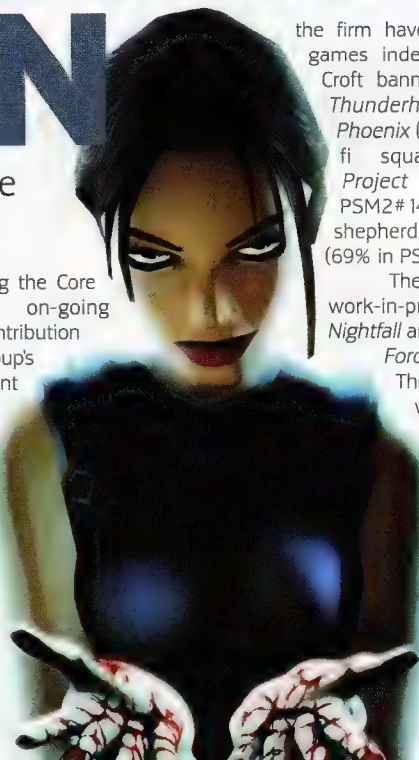
now be evaluating the Core Design studio's on-going direction and contribution as part of the Group's overall development capabilities", portents the gloomy trading statement. Since 2000,

"EIDOS WILL HAND THE LICENCE TO AMERICAN DEVELOPERS CRYSTAL DYNAMICS OF SOUL REAVER FAME"

the firm have only released three games independent of the Lara Croft banner, helicopter shooter *Thunderhawk: Operation Phoenix* (70% in PSM2#14), sci-fi squad-based adventure *Project Eden* (86% in PSM2#14) and cartoon shepherd-em-up *Herdie Gerdy* (69% in PSM2#21).

The status of Core's current work-in-progress PS2 projects, *Nightfall* and a new (ulp) *Fighting Force* may be in jeopardy.

The writing was on the wall two weeks earlier, when ex-head of Core Design Jeremy Heath-Smith stepped down from the board, sold his mansion for £3.5 million and effectively disappeared amid rumours of a massive Eidos pay off.



REVELATION #2

MOVIE EXECS BLAME GAME

Could things get any worse? Now Paramount Pictures are blaming The Angel of Darkness for the poor performance of their new Tomb Raider film Tomb Raider: The Cradle of Life.

"The only thing we can attribute that to is that the gamers were not happy with the latest 'Tomb Raider' video game, which is our core audience", jibed Paramount distribution president Wayne Lewellen. The film took a relatively weak \$21.8m on its opening weekend in America, almost half that of its predecessor (\$47.7m in June 2001) though surely the quality of the film had something to do with it too.

STOP PRESS Upgrade Upset

As we went to press a growing number of you have said that they can't move the statue in St Aicard's Graveyard (essential for progress in the game) despite getting the required upgrades. Only abandoning the game and starting again seems to do the trick. Got the same or similar problem? Mail us at PSM2@futurenet.co.uk

WELL EYE NEVER...

TOMB RAIDER: TAO managed on top of the UK software chart before being replaced by Sony's EyeToy. Though video game executives were publicly celebrating the shipment of

500,000 games, shareholders will have been privately shocked that the world's biggest videogame franchise – and a game some three years in the making – was usurped by an – admittedly brilliant – novelty product after just 14 days.

REVELATION #3

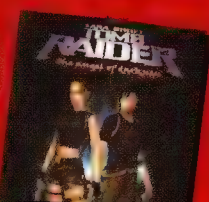
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REVELATION #4

OH, MANUAL!

ACCORDING

The Angel of Darkness contains misleads. Investigation further into the confusion that the manual states... (The rest of the text is obscured by a large black arrow pointing to the right.)



PSM2 RECKONS Core's fate seems cruel, but the firm took over three years to deliver an average product, accruing multiple delays and – perhaps the killer blow in the eyes of Eidos' shareholders – shipping the game a day too late to be included in the firm's end of year financial report. It all boils down to sales – anchored by the game's mediocre reviews – effectively forcing Eidos to take action. That said, we're definitely upbeat about the series' future. Crystal Dynamics are

a great company famed for their graphics and gameplay concepts. They're ideal for re-invigorating Lara's hardcore credentials. One thing is certain: the next Tomb Raider game will definitely be a different (and let's hope all round better) game than if Core had been allowed to continue. Mind you we can't help wondering what the game would be like had Eidos given it to Io, makers of their Hitman 2 smash and Freedom Fighters for EA. Or even Free Radical who gave them the massive TimeSplitters games. Now that would be something.

ZONE OF THE SPENDERS

Buy curious? Ration your hard-earned readies with PSM2's indispensable release schedule for the month of... September.

Game of the month | Game of the week | For fans of the genre | Multi-player | Release may slip | Avoid at all costs

SEPTEMBER 5TH

Disney's Extreme Skate Adventure - Activision	£34.99	Review Score - 78%
Real Fishing 3 - Ubisoft	£29.99	To be reviewed
Mercedes Benz World Racing - TDK Mediactive	£29.99	To be reviewed
Chaos Legion - Capcom	£34.99	Review Score - 86%

SEPTEMBER 12TH

The Italian Job: LA Heist - Eidos	£39.99	Review Score - 51%
Hunter: The Reckoning Redeemer - VU Games	£39.99	To be reviewed
Hugo 2004 - EA	£39.99	Review Score - 81%
Judge Dredd: Dredd Vs Death	£39.99	Review Score - 83%
Madden 2004 - EA	£39.99	Review Score - 87%

SEPTEMBER 19TH

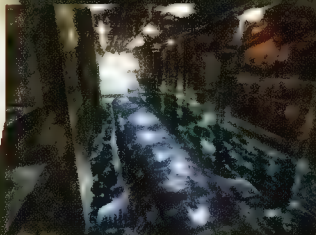
Scrabble - Ubi Soft	£29.99	Review Score - 64%
Unlimited Saga - Atlus	£39.99	To be reviewed
Hugo Bukkazo - ITE Media	£29.99	To be reviewed
Freedom Fighters - EA	£39.99	Review Score - 92%
London Racer World Challenge - Davilex	£29.99	Review Score - 59%
Galidor: Outer Dimension - EA	£39.99	To be reviewed

SEPTEMBER 26TH

NHL 2004 - EA	£34.99	To be reviewed
FFX2	£34.99	Review Score - 83%
Disney's Haunted Mansion - TDK Mediactive	£29.99	To be reviewed
The Hobbit - VU Games	£34.99	To be reviewed
Soul Calibur 2 - EA	£34.99	Review Score - 93%
Tiger Woods PGA Tour 2004 - EA	£34.99	Review Score - 81%

OCTOBER 3RD

Colin McRae 4 - Codemasters	£34.99	Review Score - 92%
Alter Echo - THQ	£34.99	To be reviewed
Celebrity Deathmatch - Take 2	£34.99	To be reviewed
Conflict Desert Storm 2 - SCI	£34.99	Review Score - 88%
Football Generation - Midas	£29.99	To be reviewed
Gladius - Activision	£34.99	To be reviewed
GTC Africa - Empire	£29.99	To be reviewed
2012: The 2nd Runner - Konami	£29.99	Review Score - 79%
Wallace and Gromit in Project Zoo - Bam!	£34.99	To be reviewed
Warhammer 40K: Fire Warrior - THQ	£29.99	Review Score - 65%
X-Files: Resist or Die - VU Games	£29.99	To be reviewed



SUB STANDARD: Slight improvement, but where is everyone? Hellooo? Anyone need shooting?

FALL OVER!

At the prospect of a ceiling so real it hurts. The fan and ventilation ducts could almost be *real* (if they weren't fake virtual constructs in a non-existent digital world). New gameplay features allow Sam to actually enter the ventilation ducts, leaving cheese-baited traps for the pesky mice that keep shitting in his Weetabix.

CHOKER!

On your own tongue at the two beautifully rendered old *donkey jackets* hanging on the wall. Just like the one sported by the funny old man in the park who smelt of whisky and sour milk. Gorgeous.

MARVEL!

At the astonishing architecture on the lockers – just like the tatty old things you had at school, when Strangely-Brown would flick your arse with a wet towel as you scuttled out of the cold shower, and beyond the strangely lingering gaze of the PE Teacher.

SEE!

The incredible glow of a de-tuned television set. The ambient lighting is a fantastic news – see it illuminate Sam's features as he ever so carefully leans over to turn the dial, downloading the necessary info from his OPSAT to get the correct frequency for House Invaders.

LOOK!

It's the world's most ACCURATELY MODELLED locker room. Imagine Sam Fisher padding in, quite as a man-sized mouse, proceeding to sit down and unpack his gym bag of soap on a rope, Insignia and a sweat-stained jockstrap. IMAGINE IT!

SPLINTER CELL: PANDORA TOMORROW

IS THIS MOST BORING SCREENSHOT EVER?

Splinter Cell 2! It's going to be brilliant! So why have Ubi Soft just released three totally crap screenshots?

AWNING GLORY: Screenshot number three. Just look at that porch. Bloody marvellous isn't it?

DEVELOPMENT NEWS 7/17/02

LET'S HEAR IT FOR THE TOY

It's both a mechanical eye and a fun-making toy; and it's set to expand in every which way in the next few months...

EYE TOY is brilliant. An excellent peripheral that comes 'free' with some top games. We're not surprised at all that it's taken off the way it has, and it seems as if you lot are enjoying it just as much as we are. Which is, to be frank, a lot.

And pleasingly, there's plenty more to come for our little cyclopean friend. Already confirmed for a pre-Christmas release is an exercise game. Given that playing Eye Toy already breaks us out in a sweat as we swing our bingo-wing dinnerlady arms around playing Beat Freak, we can only speculate as to what form this will take. At the very least, we'd expect some kind of C-list celebrity – Steve Penk? – exercising on screen with us.

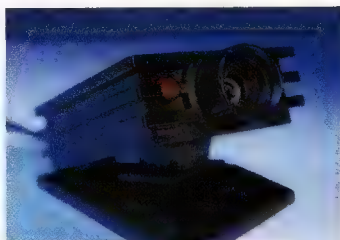
Post-Xmas, you're looking at a mysterious 'communication game'. Given there's already been hints of

combining Eye Toy with the Network Adaptor, we're certain some kind of videophone action will be involved.

We're also due to see companies other than Sony start to employ Eye Toy technology soon. Our insiders tell us that Sony are current pursuing people to include the peripheral in their future releases wherever possible, and their internal studios are already on the bandwagon. For instance, WRC3 has

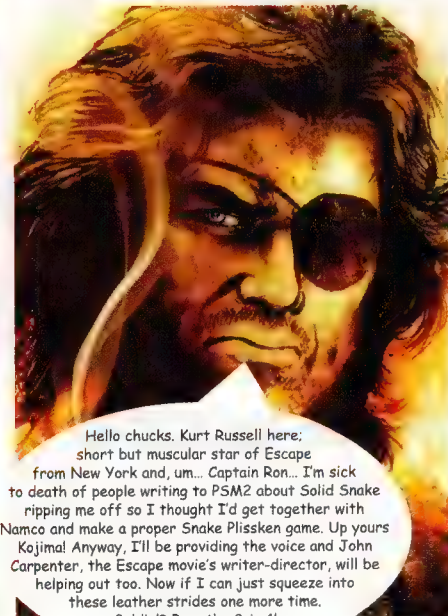
"WE'RE CERTAIN SOME KIND OF VIDEOPHONE WILL BE INVOLVED"

been confirmed as including a car-washing sub-game that will utilise Eye Toy. Although surely a simple variation of *Wishi Washi*, we're nonetheless hoping this will offer some new elements – such as cleaning inside the exhaust pipe, perhaps. That said, *Tony*



EYE'LL TAKE ONE: Not just a daft party game – this is the future of PS2 y'know.

Hawk's Underground, one of the most fitting candidates for Eye Toy action thanks to its face-scanning facility, WON'T use it. Activision cite technical difficulties with the 'Toy but, don't worry, you'll be able to slip any digicam in via USB to get your mug on-screen.



Hello chucks. Kurt Russell here; short but muscular star of *Escape from New York* and, um... *Captain Ron*... I'm sick to death of people writing to PSM2 about *Solid Snake* ripping me off so I thought I'd get together with Namco and make a proper *Snake Plissken* game. Up yours Kojima! Anyway, I'll be providing the voice and John Carpenter, the *Escape* movie's writer-director, will be helping out too. Now if I can just squeeze into these leather strides one more time. Goldie! Pass the 3-in-1!



BAD TO THE 'ZONE: By lavishing so much attention on the characters maybe you take your eyes of those backgrounds.

▶ LATEST SHOTS 7/17/07

KILLZONE

At last – the game that'll send Halo home in a body bag.

The cat's out of the bag, Sony. We've rumbled you. You're a bit behind the times – hey, Rockstar do this all the time – but leaking screenshots and information on your next killer app under the guise of lucked-out fansites is nonetheless some pretty canny marketing. But we all know what you're up to – hence your recent 'official Killzone' announcement.

Yes, here's the shots they tried to hide (or did they...). The movie we saw a couple of months back makes Killzone look *astounding*. Let's testify: dropships banking majestically overhead before dropping a tonne of Helghast bastards on

top of you, wartorn cities that do full justice to the term, ingenious use of cover by enemies – crouched in the water, barely visible, tracking you down – and some incredible visual effects (a sniper scope to

"EXPECT TEAM-BASED CO-OPERATIVE ON-LINE PLAY A LA SOCOM AS WELL AS THE MORE USUAL DEATHMATCHES"

die for, mind-blowing textures and environmental variation. *Proper grass!* all conspire to produce jaw-lino interfacing in the PSM2 team.

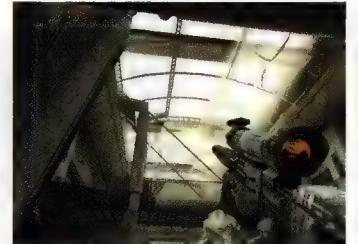
There are four members in your squad

and each has a particular talent. Lovely lady Luger, for instance, is your stealth operative. Given that you can *choose* which character to play as, you'll therefore have a different experience with each of

the four protagonists, each time you play through the game. Luger, for instance, can reach areas her team-mates can't. Plus you can expect some kind of team-based co-operative on-line play a la Socom as well



PALM PILOTS: The four fighters on your team work together and each has their own special skills.



MONEY FOR OLD SCOPE: One of the highlights of the game is amazing in-scope view. It's too real.



WATER EYEFUL: The dingy, gritty graphics are becoming Killzone's trademark. This is no fun *TimeSplitters*-style frolic.

as the more usual deathmatches.

We've also been promised *Medal of Honor*-style scripting, with the events of war literally exploding around you. References are made to the trenches of the Somme, street fighting in Stalingrad, and the guerilla warfare of Vietnam.

Killzone might sport a near-future style, but it's drenched in historical hooks, drawing both drama and recognition from its set-pieces. As Al Pacino so perspicaciously says: hoo-ha!

PSM2 RECKONS *This looks fantastic. Gritty. Real. Just what today's player demands. The frame-rate see-saws and swings, mind, but there's plenty of time to get this sorted. Lots more soon.*

SPIDER-MAN 2

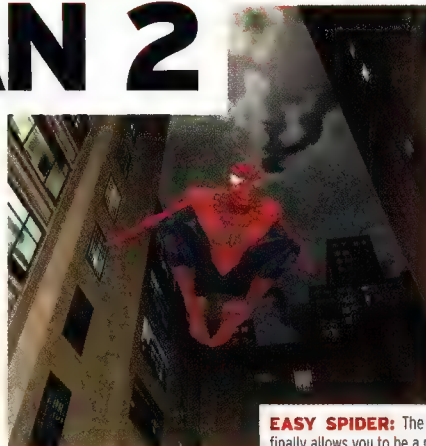
Does whatever a spider can... but better.

LUCKIER than a bagful of spanners, that's us. For this month, at Activision's 'Activate' event in Edinburgh we had ourselves a 'decko' at the top-secret *Spider-Man 2*.

And it's looking amazing. This is mainly because, for the first time, you can actually go down to street level and have a wander (rather than fall to your doom) and then when you're done climb up the side of a skyscraper and take to the skies again – and go *wherever you want*. Cracking stuff, and calling *Spider-Man 2* 'GTA with a superhero' as we have done in the past really isn't too far off the mark (despite the lack of swearing, ultra-violence and car-jacking).

There's also *Tony Hawk*'s style objectives; civilians with whacking great exclamation points over their heads will have favours to ask, whether it be apprehending purse snatchers or rescuing children's balloons. Success earns Hero Points which in turn earn new abilities, also advancing the story.

Currently, this is looking several orders of magnitude better than its hasty PS2 game cash in from the first game. Dr Octopus willing, we'll have much more soon...



EASY SPIDER: The free-form *GTA*-like mission structure finally allows you to be a real life superhero! Shucks.



PSM2 BONUS GIVEAWAY BONANZA

The page where dreams come true!

COMPETITION ONE

WIN A RALLY CAR! *FOR A DAY

AOL want you to experience the speed of their new broadband service by driving like a madman.

AOL Broadband

COMPETITION TWO

WIN X-FILES BOX SETS *

*AND A SPANKING JVC HOME ENTERTAINMENT SYSTEM TO WATCH IT ON

The truth is... OK lets just stop right there shall we?



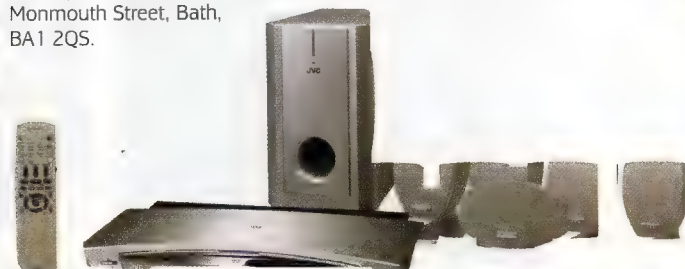
On the 22nd of September you'll be able to go out and buy the box set of series seven of The X-Files. Containing all 22 episodes this is the last opportunity to enjoy David Duchovny as Mulder and the 6th and final disc contains 10 deleted scenes and a 30 minute documentary. Normally it would set you back the very reasonable price of £79.99.

And the excellent JVC TH-A55 DVD with 5.1 surround sound system would cost you £330. Can you guess where this is leading?

Yes, one lucky reader can win the DVDs AND DVD system for free thanks to the nice people at Twentieth Century Fox Home Entertainment. And five runners up will bag that highly prized box set.

All you've got to do is tell us the name of the creator/director of the X-Files. Compo closes 1st October 2003.

Send your entries to A Night On The Files, PSM2, Future Publishing, 30 Monmouth Street, Bath, BA1 2QS.



Yes. In order to celebrate AOL's high speed broadband access they want you AND A MATE to experience full-on proper real-life balls-out rally driving for the day.

AOL Broadband will be footing the bill entirely as you're given training from your own rally driver and even a spot of lunch. If you can keep it down. It's the ultimate way to celebrate the speed, always-on access and excitement that is AOL Broadband.

They'll be launching a PS2-based service shortly (more news soon) but right now you can connect in an instant and lap up exclusive

music tracks, interviews, film previews and the very latest in news, sport and travel - all on demand.

And as if this wasn't enough, EA Games are throwing in three copies of *Def Jam Vendetta* for three runners up not fortunate enough to bag the lunch-losing drive of their lives.



To win, simply tell us which broadband service provider offers speedy, always-on access as well as exclusive content? (Clue: Yes, it's that obvious). Compo closes 1st October 2003.

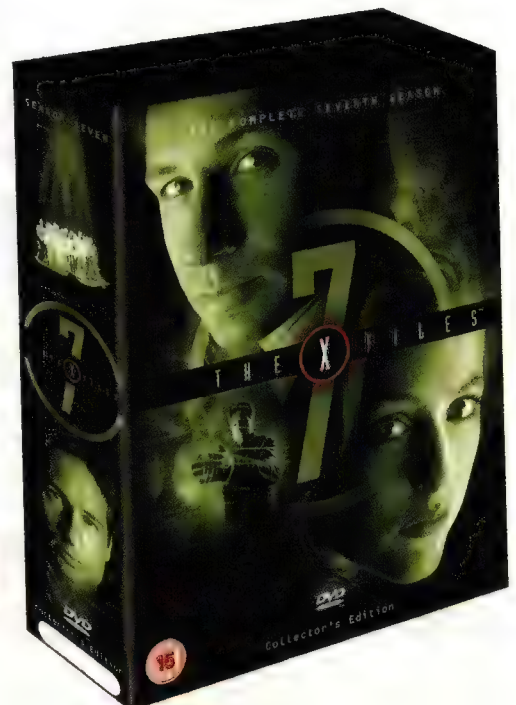
Send your entries to Broadband Burnout, PSM2, Future Publishing, 30 Monmouth Street, Bath, BA1 2QS

COMPETITION THREE

THINK YOU CAN HANDLE IT?

Just make sure that:

- Both you and your mate are over 17 with full driver's license. Early evidence of chin fluff and your Nan's hastily doctored bus pass WILL NOT QUALIFY.
- You can go racing within five months of being told that you're a winner. We can't hold onto this thing forever y'know.
- You've got to be able to get to the selected AOL rally venues at York (North Yorkshire), Louth (Oxfordshire) under your own steam.
- No short-arses or beanpoles. Min Height 5ft 2", Max height 6ft 7".
- No bloaters. Heavier than 18 stone? Shit! You'll break the car.
- No employees of Future Publishing or AOL Time Warner thanks.



> FIRST LOOK 7/17/03

SPECS ON LEGS

Sony reveal the innards of their palmtop perfection. All the PSP's nuts, bolts and wafers of sweet, sweet silicon laid bare for your stat hungry eyes.

HERE IT is, all the specifications for the upcoming PSP recently revealed at Sony's inventively named PlayStation Meeting 2003. Don't concentrate too hard on the vector units and tessellators below (they'll only give you nose bleeds). Instead, nuzzle up to our selected handheld highlights and drink deep from our info horn of plenty. Over excited? Yes indeed, and that's before we get to grips with the potential of PS2/PSP compatibility!

SPECS ADDICT 1

The console has two distinct processor units, one dedicated to gameplay and the other responsible for shunting DVD quality movies around. To start with, early titles will no doubt exclusively run on the early EPU. Later, once the architecture for the platform arrives, you can literally start adding the bits together and have a pretty good guess as to what it'll be like.

SPECS ADDICT 2

Film'll be running here via the crisp wonder that is MPEG4. Expect up to two hours running time which should cover everything bar Once Upon A In America and Titanic.

SPECS ADDICT 3

In most respects the PS2 still dominates the PSP, but as far as processing speed goes... Yeah, have that fat boy! (333MHz over 294.912)

SPECS ADDICT 4

NURBS eh? You really don't need to know about the mathematical equations that drive them. Layman's quick fix: they create detailed and weighted curved surfaces a hell of a lot quicker than traditional modes of wireframe construction. Which means faster and more detailed graphics. 'Nuff said.

SPECS ADDICT 5

Ken Kutaragi said PSP was going to be "the Walkman of the 21st Century". Here's where part of that dream will happen thanks to the sound core being mp3 compatible.

PSP CPU CORE

- MIPS R4000 32bit Core
- 128bit Bus
- 333MHz@1.2V
- Main Memory: 8MB (eDRAM)
- FPU, VFPU (Vector Unit) @ 2.6GFlops
- 3D-CG Extended Instructions

PSP MEDIA ENGINE

- MIPS R4000 32bit Core
- 333MHz@1.2V
- Sub Memory: 2MB (eDRAM)@2.6GB/sec
- 90nm CMOS
- 2 Hours (High Quality) – DVD Mobile
- 4 Hours (Standard Quality) – CS Digital

PSP GRAPHICS CORE 1

- 3D Curved Surface + 3D Polygon
- Hardware Clipping, Morphing, Bone(8)
- Hardware Tessellator
- Bezier, B-Spline (NURBS)

PSP GRAPHICS CORE 2

- 'Rendering Engine' + 'Surface Engine'
- 256bit Bus, 1-166 MHz @ 1.2V
- VRAM: 2MB (eDRAM)
- Pixel Fill Rate: 664 M pixels/sec
- Max 33 M polygon /sec (T&L)
- 24bit Full Color: RGBA

PSP SOUND CORE

- Reconfigurable DSPs
- 128 bits bus
- 166MHz@1.2V
- 5 Giga operation/sec
- 3D Sound, Multi Channel
- Synthesizer, Effector

INPUT/OUTPUT

- USB 2.0
- Memory Stick
- Extension Port (Reserved)
- Stereo Head phone Out
- Digital Keypad
- Triangle, Circle, X, Square, L1, R1, Start, Select
- One analog joystick

COMMUNICATION

- Wireless LAN (802.11) (Hotspots, Home Server, etc.)
- IrDA (PSP, Mobile Phone, etc.)
- USB 2.0 (PSP, PS2, PC, etc.)

SYSTEM FEATURES

- Vector Floating Engines
- Reconfigurable DSP Engine (VME)
- AVC (MPEG4) Decoder
- AES Crypto System
- 1.8GB UMD
- 3D-CG Game
- 71ch Audio, 3D Sound
- ATRAC3 plus, AAC, MP3 for Music
- AVC/MP for Picture/Movie
- 4.5" 16:9 Widescreen TFT LCD (480 x 272 pixels)
- Embedded Wireless LAN (802.11)
- Li-ion Battery
- Extension for GPS, Digital Tuner, etc.

SPECS ADDICT 6

It's inevitable you'll be able to save your game progress to Sony memory sticks. And there are a lot of other devices that will be compatible with the PSP. So, the PSP is your new best friend.

SPECS ADDICT 7

OK, so we almost got it right. Confirmation that the full spread of buttons will be included minus the right analogue stick (which'll please Milf to end) and the L2 and R2 buttons.

SPECS ADDICT 8

The first glimpse of the PSP, the old Universal Media Disc. It'll come with a parental lock – so the parents can watch Chateau de Passion with a clear conscience. It'll also make use of Sony's Blu-Ray technology which utilises blue lasers. Instead of red in the read/write process allowing you cram more data onto a single disc.

SPECS ADDICT 9

Another 'close but no cigar' for the intrepid fact hunters here at PSM2. Our previous calculation of a 12cm x 6.81cm screen size was worked out using the width of the screen. Most screen measurements are done on the diagonal giving us a screen size of 10.5cm x 4.9cm. So, slightly smaller than we predicted, but still sizeable enough.

SPECS ADDICT 10

"SHUT THAT LAW" CRIME SPREE

Rockstar this month announced Criminallympics, a multiplayer-based sporting event game billed as (wait for it) "Grand Theft Auto: The Party Game". In it, experience such delights as Witness Removal (throwing people, hammer-style) and Drive-By (killing rival gangs). Sounds like it could be fun, let's just hope that the 'adult' style and humour don't bypass actual gameplay, as was the case in *State of Emergency*.



NICK TOSS: Crime watch UK with the obvious twist of you being the one perpetrating the felonies.



GANGSTER CAP: Mow down the locals on your way to pick up some new curtains... or something.

"ALERT! ALERT! ALERT!" PSM2 MAKE TOTAL BALLS-UP

Well, what happened was that Dan G spilt his first Newcastle Brown of the day onto the PSM2 word-loom, and, er... <runs> Anyway, apologies to Metro 3D. Last month we erroneously listed Smash Cars' price as £29.99, when it's really the bargain price of £19.99. And sorry to EA and Sidhe Games. Last issue printed a screenshot of Sidhe Games' Rugby League with our EA Rugby 2004 peak. You can read about League on page 125 this issue. What a bunch of fuzzminded shagwits we are. Sorry everyone.

"SHAT'S ENTERTAINMENT" TO BOLDLY GO

Astonishingly, Activision have filed a breach of contract lawsuit against Viacom for not supporting 'Star Trek' enough, harming sales of their Trek games. "It's hard to support videogames without a continuing pipeline of movie and TV production", said an Activision spokeswoman. We can only wonder what the holy Shat thinks of this.



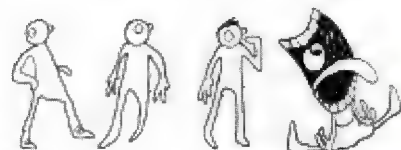
pastie anyone?

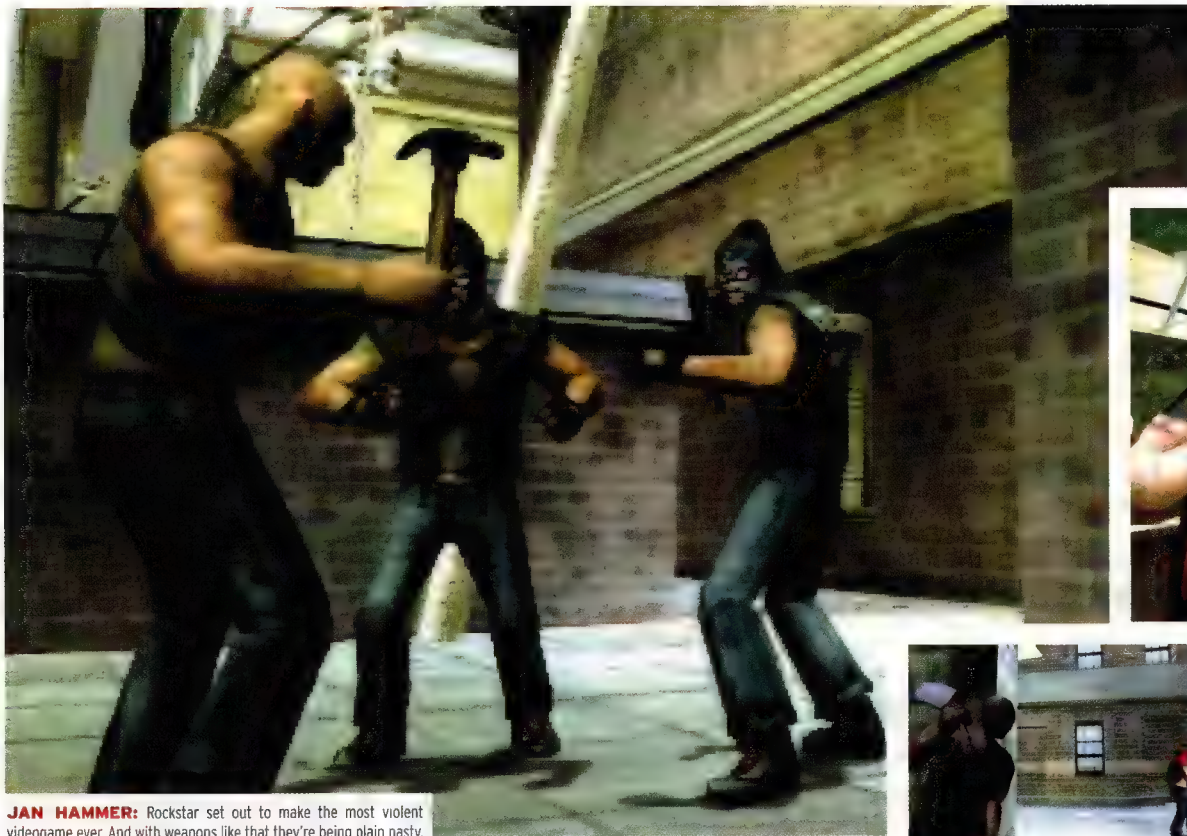
> FIRST LOOK 7/17/03

FUN ANYONE?

English Vs French: Can you spot the difference?

There's a yawning gulf between Sony's UK marketing campaign and their French version. Seen the UK ad with the little stick men, yeah? Good, wasn't it? Well, the French won a prestigious marketing award recently for their equivalent effort, which features a woman squeezing a fully grown Frenchman out of her fanjita. Quaint...





JAN HAMMER: Rockstar set out to make the most violent videogame ever. And with weapons like that they're being plain nasty.



SHOTGUN DEADING: Horrific nightmare or faintly ridiculous 'scary' skinheads in tight jeans? You decide.

► **FIRST LOOK** 7/17/77

MANHUNT EXPOSED

PSM2 bags the shocking shots Rockstar didn't want you to see.



LEGAL STRANGLES: The move is to more 'up close and personal' killing. No wuss-boy sniper rifles here, thanks.

Hot on the bover boot heels of our revelations last issue, we can now tell exactly what Rockstar's dark new project is all about. You play James Earl Cash, a death row inmate who gets a timely reprieve from the lethal injection. Needle goes in, and yet Cash wakes up in Carcer City – a scum filled creation of the man who calls himself The Director. From here on in everything goes a darker shade of The



SOUL CLEAVER: Wait in the shadows then leap out and hack off a limb or two. Nice.



PRISONED IT LOVELY?: What better setting for a bunch of psychotic criminals?

Running Man as Cash is pursued by hunters while also being ordered about by the man behind the cameras.

As for the gameplay itself, it's all very *Metal Gear Solid*. Cash spends a lot of his time avoiding detection by hugging the shadows, checking his radar and sneaking from one location to the next. If he's spotted he can either stand and fight using an array of brutal weapons, or he can sprint out of danger – stamina bar willing. If our antihero does finally achieve what The Director and his blood thirsty audience want – ie, the slaughter of one of the Hunters – then the finishing move is shown in a multiangle orgy of surveillance camera shots. Kind of like *Pets Do The Funniest Things* crossed with *Faces of Death*.

There's also talk of a climatic twist unlike anything ever seen in videogames before. Jacob's Ladder has been mentioned by a Rockstar blabbermouth, so, in the absence of any Vietnam vets or postmen, we can only surmise that Cash is actually dead and is playing out the game in his last moments of consciousness.

PSM2 RECKONS Well, this one's divided us. Which is always a good excuse for the old head-to-head column. Dan D and Jonnie do battle right there...

MANHUNT: TOO BAD? FOR AND AGAINST

FOR: DAN DAWKINS
THIS IS JUST THE KIND OF GRISLY SNUFF EPIC WE'D EXPECT FROM THE MAKERS OF VICE CITY. IT'S BLEAK, IT'S DARK, IT'S DIFFERENT FROM ANYTHING WE'VE SEEN ON PS2 BEFORE. THE WHOLE ISSUE OF VIDEOGAME VIOLENCE AND VOYEURISM THAT'S BEING PLAYED OUT HERE IS GENIUS, WHILE THE STEALTH HEAVY GAMEPLAY LOOKS SPLINTER CELL SOLID. IF ROCKSTAR NORTH KEEP UP THEIR QUALITY THEN THIS'LL BE ANOTHER CHART TOPPER.

AGAINST: JONNIE BRYANT
REPELLENT MY ARSE. SNEAKING AROUND CAPPING REDNECKS IN HOCKEY MASKS DOESN'T SOUND THAT RISQUÉ TO ME. AND AS FOR THE WHOLE 'YOU'LL NEVER GUESS' TWIST AT THE END, IT'S JUST INDICATIVE OF ROCKSTAR NOT CREDITING GAMERS WITH HAVING ANY SMARTS AT ALL. BUT HEY, WHY SHOULD THAT COME AS A SURPRISE CONSIDERING HOW BABYISH THEY'VE BEEN ABOUT NOT LETTING YOU SEE EXACTLY WHAT THE GAME'S LIKE UNTIL THE VERGE OF RELEASE. IT'LL UNDOUBTEDLY SELL WELL, BUT FOR ME IT REALLY DOESN'T DESERVE TO.

► **BRAIN TEASER** 7/17/77

FACT UP BEYOND ALL RECOGNITION

The game facts are coming in thicker than a bag of week-old blood. Here's what we know so far:

- You get to kill people with a plastic bag.     
- You can also take a meat cleaver to them.     
- A Matrix styled white rabbit turns up later in the game.  
- It'll pay homage to John Carpenter's '80's Electro soundtracks.     
- You need to hide bodies to avoid detection.   
- You can hear the hunters muttering about what they'll do to you.     
- The director will encourage you to perform atrocities.     



FINAL FANTASY 12: The twelfth in the series will be unveiled at the Tokyo Game Show in September. We'll be there.



DARK CLOUD 3: Well will you look at that? Level 5 can do futuristic cities too. There 'Cloud series is now insanely popular.

ACCELERATOR

DRIVING OPINION • BREAKING NEWS

"RPGENIUS"

DRAGON QUEST 8

In related Level 5 news, the *Dark Cloud* coders are also the driving force behind the next installment of Japan's most successful RPG series ever. (What? You thought that *Final Fantasy* held that title? At 3.5 million sales for *Dragon Quest 7* alone, best think again.) Although there's no guarantee that the game will make it over to these shores, we think you'll agree the transition to 3D is already looking mighty impressive.



SWORD PLAY: Level 5 have got themselves a lovely 'hand-drawn' graphic style for *DQ8*.



RANDOM PRATTLES: Looks like you'll be taking turns to bash each other. Some things never change.

>FIRST LOOK 7月17日

RPG STRING

Square Enix and Level 5 reveal new worlds and go head-to-head for the hearts of RPG fans.

Yep, you read it right. The makers of *Dark Cloud* and *Final Fantasy* cross Celestial Weapons in the battle to create the ultimate RPG. But, if you thought it's come down to a simple division of realtime and turn-based battle systems then prepare to have your mind widened.

First up, *FF12*. Solid facts are scarce at the moment but we do know that the game will be set in a futuristic city and that Akihiko Yoshida is taking charge of character design – so expect a more cutsey look in the style of *FF9*. Also, the game will be revealed at the Tokyo Games Show this September which should mean that Japanese fans will be queuing up for

copies around March 2004. Not only that but, as ever, it's being touted as yet another radical departure for the series. The long overdue death of random battles and turn-based combat? We'll see.

Then there's the new game from Level 5 set in... a futuristic city. Who'd a thunk it? Everything points to it being *Dark Cloud 3* – just look at the last jump up the timeline at the end of *Dark Chronicle* (aka *Dark Cloud 2*). So expect another combo of town planning and monster slaying.

PS2 RECKONS *They'll both have characters to die for, they'll both be huge and complex and they both might employ realtime combat. If that's the case, we'll be joining the those queues...*

THE ETERNAL STRUGGLE

It's the ultimate battle between good and evil... but with games. Er, read on.

YIN AND YANG Light and Dark. Cannon and Ball. The universe is in constant flux, teetering on the flaky precipice between prosperity and implosion. As we blissfully

ignore the world's glaring tragedies by immersing ourselves in a thundering fizzle of celebrity blabberpuff, someone, somewhere is balancing the scales to stop the world exploding into a shower of lottery winners and vegetables wot look like willies. On that sobering

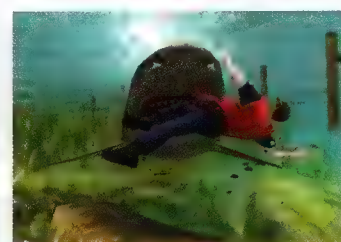
thought, here's a largely unrelated new column – in the shape of, erm, a rectangle – which decides whether this has been a 'good' or 'bad' month for games using tenuous science, callous generalisations and some incredibly sexed up maths. Enjoy.



"NEED A BIGGER BOAT?"

SHARK CHRONICLE

Taking a leaf out of the Rockstar 'dark is better' book of development, Appaloosa, the makers of *Ecco the Dolphin*, have created a shark sim entitled *Sole Predator*. Steer your undulating jaws-a-like through 20 missions and chomp anything that gets in your way. Brilliant. You even get to mash up jetties in the pursuit of fishermen, while also not being adverse to leaping out of the water occasionally for the odd aerial attack. Double brilliant!



THE BITE STUFF: Delicious – slow poached crunchy fisherman with lashings of ketchup.



COMING TO A PS2 GAME
EXCLUSIVE PLEA



OUT UK 17TH OCTOBER

JAK2: RE

"TRUTH IS, THIS ISN'T A GREAT GAME. IT'S A FAN-FRIKKEN-SMABULOUS GAME -

JAK2: RENEGADE

"KITTEN"

He's bad, he's back, he's Jak. The renegade master bursts free of his strong, silent image and goes crazy gun mental in downtown Haven city.

FUR TRADER: Jonathan Bryant

INFO
■ CODE TESTED
 PAL (UK)
■ DEVELOPER
 Naughty Dog
■ PUBLISHER
 Sony
■ GAME TYPE
 Platformer
■ PRICE
 £39.99
■ EXTRAS
 1 Player, DualShock 2, Memory Card

PlayStation 2



DETAILS
■ Six types of vehicle to commandeer, featuring zoomers, hoverboards, flying cars and the armed wagons of the local police force.
■ Four weapons to shoulder: Scatter Gun, Assault Rifle, Chain Gun and Plasma Cannon.
■ Jak gains greater Dark Eco moves whenever he exchanges Metalhead Skulls at the Precursor Sentinels.
■ Locate Precursor Orbs the spend them to obtain cheats.
■ Playable Daxter.

We admit it took a while. So spoilt are we by the bar-raising endeavours of *Ratchet & Clank* that we were becoming doubtful as to whether *Jak 2* could actually set off those 'ooohs' and 'ahhhhs' that rightfully accompanied the first game. But frankly, we should have had more faith. The plain fact that we spent a good two hours of our lives besting the hoverboard demo that was released at E3 this year, should have prepared us for this. But you get hardened to the glut of newness and there's only so much yet another batch of new shots can tell you.

Nope, the only thing that's going to chisel the grins back on our faces is full-on *Jak 2* immersion

"THERE'S NO DOUBTING THE JAK-MEETS-VICE CITY ETHIC IS WORKING OVERTIME"

in a 16 hours straight, eye drying kind of way. And it's only then that we can look back, gather our thoughts, and have a proper retrospective to consider all the reasons why *Jak 2* isn't a great game – mouths drop open, crash teams arrive at various PR departments, Jason Rubin confounds science and has kitten. No, you see the truth is, this isn't a great game. Oh no. It's a fan-frikken-smabulous game. It's the kind of game that'll feed your gaming needs and desires no matter what

level you enter it at. Want proof? Check out these case studies.

CASE 1: ANGRY GAMER

"Me wanna smaaaaaash! Hulk no had enough smashing. *Vice City* make me have warm feeling in pants. Me kill everybody. Haw-haw-haw!" Steady on, old chap, there's more than enough carnage to satisfy your dark desires here. Hovercar jacking (jakking surely?), taking on the cops, gunning down innocent civilians... Admittedly it's all bloodless – the fallen merely vanish in a pop of blue energy – but there's no doubting that the Jak-meets-*Vice City* ethic is working overtime as far as this sequel goes.

Things don't really start to hot up until you get your first weapon. The Scatter Gun appears about two hours into play but its arrival heralds a

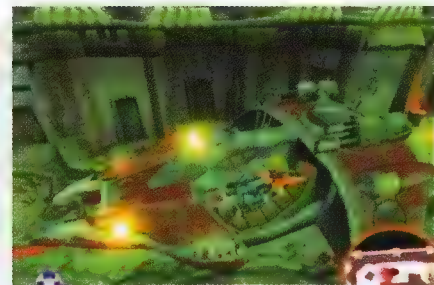
display of Heat-styled shootouts. Some cops turn up. You kill 'em. They send some more. You kill them too. Cops turn up on hoverbikes, security gun turrets emerge from the pavement, assault APVs circle menacingly... OK, so not exactly like Heat, but the intensity of the gunplay almost matches it. Then there's the whole hovercar jacking element. Press **△** beneath any vehicle that passes overhead, and Jak bounds into the sky, kicks the driver out of their seat and ►

COP A LOAD-A THIS

The Crimson Guard are the police of Haven City. Generally, they leave you alone, but crash into too many of their patrol vehicles and the alarm'll be raised, and it's a matter of survival of the hardest as the 'official' response kicks in. It doesn't increase in severity, but the style of it reacts to events within the city. For instance, about six hours in, a new prototype droid appears on the streets. Once the Metalheads breach the city walls, you'll find guards fighting off the invasion as well as trying to deal with you.



MINT FORCE: The Crimson Guards aren't that hard but, once the alarm goes off, they'll turn up in droves.



JACK TO BASICS: If you want to cool down the heat on you, car jack one of the guard's patrol vehicles.

NEGGADE

INSIGHT

At the last count around 140,000 units of *Jak & Daxter* we're sold in the UK both at the full and Platinum price. You'd think that'd make it the highest selling platformer on PS2. Not so. Naughty Dog's legacy still stands the test of time with *Crash Bandicoot: The Wrath of Cortex* selling 220,000 units to date.

THE KIND OF GAME THAT'LL FEED YOU NO MATTER WHAT LEVEL YOU ENTER IT AT"

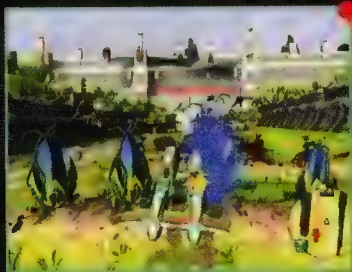


COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

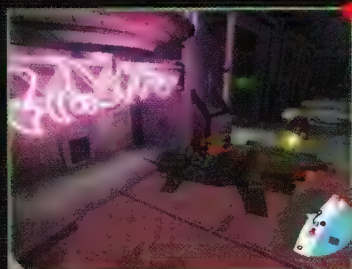
ORIEN-TEARING ABOUT

The radar that appears in the bottom right-hand corner is good for telling you what direction your next objective lies in but, if you want the big picture, the map screen's the only way to go. From here you'll learn the quickest way to get across town as well as signposts to shortcuts. A favourite is dropping your vehicle into hover mode over a subterranean canal. Do this and you dip beneath the traffic and people above.



FARM LANDS

You'll find the fields of produce just before the exit to the Precursor Mountains. There are four of them, complete with massive sprinklers. Drive through them and watch the gardener's hard work explode in a cloud of juice and seeds.



KREW'S BAR

You meet up with Krew early on (see Down to the City Gritty). He supplies Jak with his first weapon, gives him some firing range training and sends him out to assist his agent, Sig. His bar's also handy if you want to ditch a cop pursuit.



THE PORT

One of the few open spaces you can tear around without fear of traffic. It's also the launch point for a race, where you have to smash 15 canisters surrounded by mines. It beats having to ferry passengers about in the style of Crazy Taxi.



THE STADIUM

Jak gets sent here early on to perfect his hoverboard skills within the centre of this massive arena. Later, however, he returns to race round the outside circuit on a speeder bike. It's like the pod race from Episode One expertly welded on to the atmospheric crowd scenes from the original Rollerball.



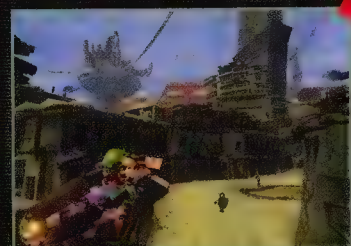
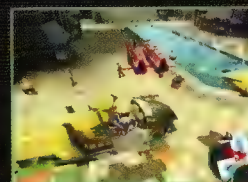
PRECURSOR HUT

Hidden away in the rundown buildings of the shanty town is the Precursor Hut. Anyone who's played the first game will recognise the idol inside and will understand that if you bring it shiny things it'll give you stuff. Here, in exchange for Metalhead skulls, Jak can upgrade his Dark Eco powers (see Jak Shoot).



THE CENTRAL PARADE

All the largest structures are along this main drag. Not only is this the easiest route to cross the city via, it's also the only ground level location that gives a decent impression of the complexity of the metropolis. Fact is, you only really notice the size of the buildings here when you hop off your vehicle and take a walk.



THE BARON'S FORTRESS

The fortress of Baron Praxis dominates the skyline. The brilliant thing is, when Jak gets to infiltrate it, the city remains in perfect relief below. There's plenty of hazing of detail, but you can easily make out larger buildings like the stadium.



JAK2: RENEGADE

"BOOMADELLIC"



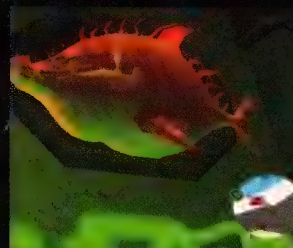
WOLF IT BLACK: Jak can extend his time in Dark mode by beating enemies up and feeding off the Eco they drop.



ROBO AWARDS: The mech is class in a servo-assisted exoskeleton.



CRASHING LUMPKINS: Switching into fly mode while beneath other hover cars causes instant chaos.



YOU CODDA BE JOKING: Krew's stuffed the fish that ate you in the first game.



FORWARD ESCORT: The missions are diverse here you protect this kid from gangs of angry cops.

The only things that'll dampen your kill thrills here are enemies that suddenly, and infuriatingly, pop up at the front of the screen, and Jak's inability to strafe. Other than those two minor gripes, it's boomadellie all the way.

CASE 2: INTREPID EXPLORER

"Right. That's it. All packed. Dairy Milk, Swiss army wife, insect repellent, the collected works of William Shatner..." Yeah, and you'd better stock up on a decent supply of bog roll too. You're going to be gone a long time.

"IT'S SOOO SLICKLY PUT TOGETHER - THERE'S ALWAYS SOMETHING FOR YOU TO BE AIMING TOWARDS"

► cruises off without a care. Knock into one too many patrol bikes, or run over a cop on the beat, and you're back to alarms sounding and everyone converging on your location. You can turn off the heat by entering buildings, or parking up somewhere quiet, but why would you want to? You see, here's your chance to go gun crazy. Why not blast one of the cop vehicles and zip about blowing the crap out of anything that moves? Vehicle taking too much damage? Simply perform an air-to-air car jack. Wanna run some pedestrians down? Simple. Switch the vehicle you're currently piloting to ground hug mode by pressing **LB** and go mowing as they run. What? Still not enough destruction or carnage for you? Well how about busting up Haven City's market, or destroying a few fields of crops, or - heaven forbid - actually kick starting the game's plot by completing one of the many missions. Eh? EH?

INSIGHT

► You're probably aware of the game's shift to the dark side, but just how far things have gone is something you can only discover as you play. So far we've encountered one torture scene, one death of an NPC, hit and run victims and several pile-ups. It's all done in a cartoony, knock about way, but the *Vice City* influence is apparent. Punch out any of the citizens, for instance, and they'll struggle to their feet and run from you in terror. Hunt them down and kill them and the alarm will be raised.

Haven City is huge. It has to be, otherwise where would the motivation be to jack all those hovercars? It's a sprawling metropolis bigger in size than, say, Liberty City but done in a very twisty, turny Parisian style with no load times between sections. Once Jak receives a mission you're off into a highly complex world of blind alleys, subterranean canals and epic structures that wouldn't look out of place in a Lucas CG extravaganza. After a while you learn the best routes to hurtle down and the passage from one mission to the next become relatively stress free - although ambient traffic can be a pain at times. Stray off the beaten track, however, and you'll find a wealth of hidden stuff to ogle at: Roadside fish restaurants with flaming stoves, craftily hidden Precursor Orbs and those all important exits that pass through the city walls. There are 15 mission locations based outside



HEAD END: Kill any of the Metalheads and their shiny skulls pop out. Collect enough and you can trade them for extra abilities.

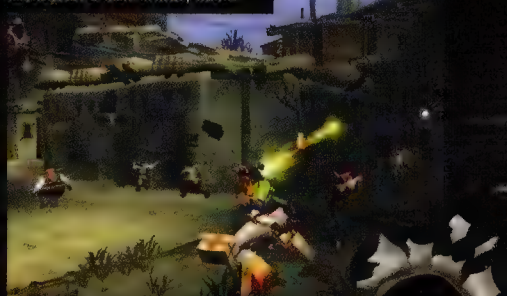
and, of these, there are a lot that you'll have to visit more than once. Get your head round the layout of any of them, though, and you'll discover that ultimate carrot for all explorers: the seemingly inaccessible area. Time and time again we've stood looking over an unjumpable gap, or an unswimmable toxic pool thinking up clever ways to access that most tempting of virgin territory. The real thrill comes with discovering just how sneaky developers Naughty Dog have been about hiding access points to these areas.

So, crafty, yes, big, yes, sharply designed, yes... Any downsides to this unprecedented wanderlust? Well, the game's soooo slickly put together that there's always something for you to be aiming towards. If exploration isn't high on your agenda, though, you'll ultimately miss out.

CASE 3: MAN ON A MISSION

"What's that? I've got just 15 minutes to disarm this bomb using only a banana and credit card? No problemo." Not strictly true, but the variation of stuff you're called upon to do in the game is a gnat's hair short of amazing. As we said above, there are 15 mission levels in the game (16 if you count infiltrating Baron Praxis' fortress) and each has more than one trick up its sleeve. A typical example runs something like this. Enter level, take down collected Metalheads (the all new Lurkers for this game). Move to a newly opened ►

PARCEL COURSE: Timed courier missions are a main in heavy traffic.

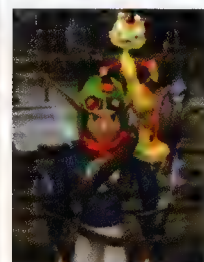


FISHNET CLOCKINGS: Hey, isn't that Krew? Yep, her and Samus get time-travelled through the time portal at the start of the game too.

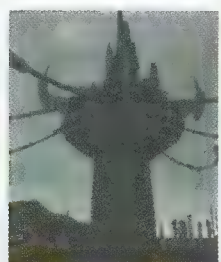


DETAIL OF TWO CITIES

A-hah, yes um. Well it's true, in a sense. There's the broader view you'll encounter as you zip through in search of that next mission, and then there's the hidden city. Brilliant little aspects of design are apparent for anyone with time and inclination to dig. Hunt about in either the game world or the menu screen and who knows what you'll unearth. A new cheat, a useful shortcut, a hidden pick-up or just some small element that makes you appreciate how much work has gone into every screen.



BEARD SCIENCE: Trade in Precursor Orbs and you can toggle Jak's facial hair on or off. We prefer him clean shaven.



SUN OF A GUN: Stick your eyes skyward on a changeable day and just watch the sun as it peeps in and out of the clouds.



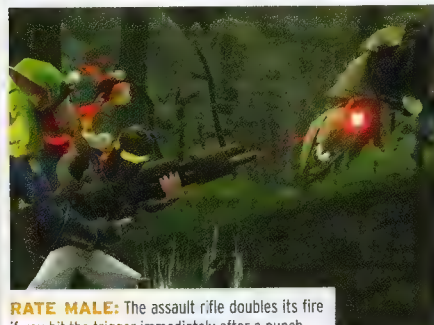


COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

JAK SHOOT

While you might have been disappointed by the news that there are only four weapons in the game (see PSM2 Issue 38), the upswing is this is only one aspect of combat. In fact, the basic arsenal is augmented by Jak's Dark Eco moves as well as all his attacks from the previous game. Mix them up, include some hoverboard action just for the hell of it, and levels packed with enemies immediately become a non-stop punch-cum-blast fiesta. Forget tactics, just leg it in there and let rip.

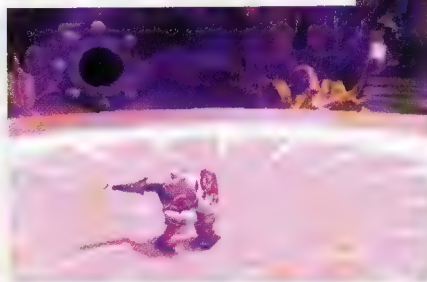


RATE MALE: The assault rifle doubles its fire if you hit the trigger immediately after a punch.

UNCHAINED MALADY: Like *TimeSplitters 2*, the chain gun gets more mental the longer you hold fire.



NIGHTY FIGHT: One of the first upgrades to Jak's Dark Eco moves is this smart bomb styled Dark Slam.



HELL HATH NO FURRY: Whenever Jak mounts a vehicle, Daxter takes charge of the rifle duties. Awwww, bless...

► area. Meet up with foxy girl warrior called Ashwin. Defend her broken vehicle against wave after wave of arch enemies while your companion springs about like Cat Woman. Earn her respect and receive the location to the next mission. Linear it may be, but straightforward... No! a chance.

Things do centre around the eradication of Metalheads or the location of a new item, but the stuff you're called upon to do in order to achieve these goals is incredibly diverse. So far we've dodged a mountain-side filled with boulders,

with better eyes than that. I, with my understanding of bilinear mip mapping and vault-like knowledge of insider references, am the man the Great Creators (reverential pause) always wanted to play this game." More wanky than a teenager's duvet we know, but there is a point to including this one. The

"THE AMOUNT OF DETAIL HIDDEN AWAY IN THIS GAME IS OUTSTANDING"

manned turret guns, hoverboarded through flaming hoops and ridden one of the tidliest little mechs we've seen this side of *Armored Core*. Talk about drives to complete missions and crack onto the next section... As far as diversity of levels goes, *Jak 2*'s more stacked than the majority of action adventure titles currently out there.

CASE 4: THE IDEAL GAMER

"Ah, yesssss (places pointy finger ponderously on lips). You see, to quote Mary Elizabeth Mastrantonio in *The Abyss*, 'You have to look

amount of irrelevant detail hidden away in this game is absolutely outstanding.

On an early mission you, as Jak, re-establish the water supply to the slum area of the city. You then return to the HQ of the resistance movement only to find all the broken pipes in the vicinity now squirting H₂O. The theme's picked up again when you travel to the city outskirts and find fields being irrigated by sprinkler systems. But the real revelation only arrives when you drive through the collected veggie patches and witness giant watermelons exploding across



LAUGH A CHANCE: The scripting's much tighter this time with Daxter coming across more funny than annoying.



MISSION CHIPS: Crimson Guard speeder bikes are a nightmare. They crash into you until your vehicle explodes.

IMPACT POINT

Hardly a massive point of impact, but taking in the beauty of the levels has the potential to be breathtaking as long as a) the weather's nice, and b) nothing nasty's trying to rip you a new one.



DECKS IN THE CITY

The hoverboard skate park is only in place for a short time before the stadium gets turned over to the bike races. However, while it's there it's a major life sucking distraction. Reaching the score Keira sets isn't too tricky, but investing some more time here will set you up for some of the super tough challenges you'll face later.



LEVEL LEGGING

Unlike *Tony Hawk's*, balance in the grinds isn't all that important. What's more essential is changing direction on the left analogue whenever you grind into a bend. Oh, and jumping on to a rail gives you a better chance of hitting it square rather than just running up to it.

your bonnet. Or how about collecting enough Precursor Orbs to toggle Jak's beard on and off? Or the ability to perform devastating body slams? It's like a Viennetta of detail just gagging for someone to cut through it with their pastry knife-like stare.

Then there's the subtle changes that have been engineered to the whole environmental engine. The passage from night to day remains, but with it now comes weather and - most impressively of all - cloud cover. Tilt Jak's head up to look at the sun on a cloudy day and you'll be rewarded with a fluctuation in brightness as the warm, yellow orb peeks between breaks in the clouds. Bea-u-and-tiful all rolled into one.

INSIGHT

There are so many game influences at work in *Jak 2: Renegade* it's hard to count them all, but here's a list of the ones we've spotted so far: *Vice City* (as we've already explained), *Wipeout*, *Crazy Taxi*, *Tony Hawk's Pro Skater 4*, *TimeSplitters 2*, *Fantavision* and *Armored Core*.

DOWN TO THE CITY GRITTY

No doubting it, the characters in *Jak 2* are a lot less wholesome this time round. Gone are the comedy quips and in their place there's a twisting tale of revenge, betrayal and misdirected love. Like *Hollyoaks*, only good.



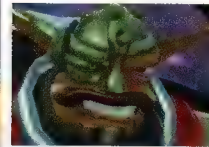
GRAND SPREE

Jak's racing squint isn't just reserved for his hoverboard antics. Head to the racing stadium in the north west corner of the map and you can get involved with a very credible version of *Wipeout*. It's got power boosts, short cuts and a track full of metal grinding collisions.



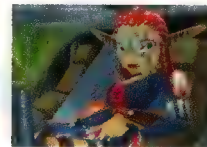
WHACK TO THE FUTURE

There are two places where you take control of Daxter. First, during one of Naughty Dog's characteristic chases out of the screen, and secondly in this bemani arcade game. The D-pad and symbol buttons all represent a hole. Smack the puppets as they pop up and beat the high score.



BARON PRAXIS

The ruler of Haven who has been filling Jak with Dark Eco in the attempt to create the ultimate warrior. He's also got a relationship going on with the Metalheads that are currently threatening the city.



ASHLIN

Ahhh-roooo-gah! She's the fox who Jak meets on a rescue mission. She's also (shhhh) the daughter of Baron Praxis which is a bit interesting. Talk about a corrupting influence behind the throne.



DHYN

She's a blind/mute mystic. Initially she asks Jak to collect relics from the Precursor Mountains. Later you encounter her as the proprietor of a *Fantavision* styled bemani minigame.



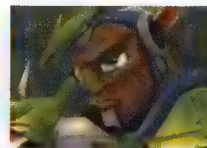
HO-HO

A monkey/parrot hybrid. He's the only one who can translate Onin's gestures and, as such, hangs out with her in the Bizarre. He's also got a cod Mexican accent and doesn't get on with Daxter.



KREW

He owns a bar, which houses the Whack minigame, and runs guns to the underground movement. He also persuades Jak to get involved with the hoverbike races, then bets against him. Nice bloke.



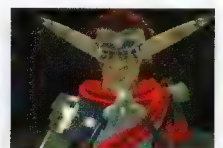
SIG

He's Krew's action man. Jak gets to ride shotgun with him on one of the first missions. He's like a demented Richard Rowntree: "No need to worry chilli peppers, you rollin' with the peacemaker." Etcetera...



VIN

This bloke's in charge of the power supply to the city. He becomes indebted to Jak, thanks to you destroying Metalhead eggs. He repays you by activating the lift into the Baron's fortress.

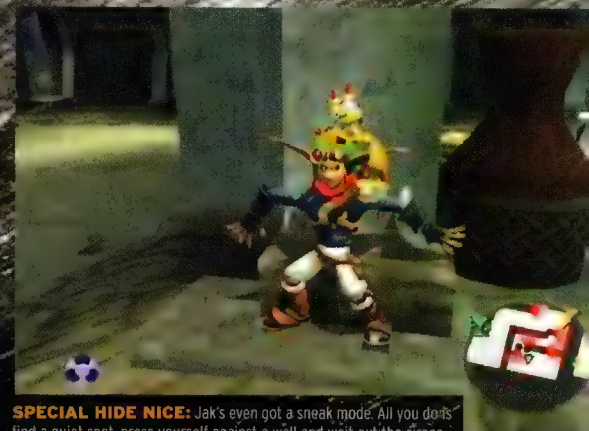


TORN

He's the second member of the underground that Jak runs into. For the first few missions he's your main point of contact. Later on, though... Let's just say he's not as 'radical' as he first appears.



SHADOW PLAN: You have to store your Dark Eco for just the right moment.



SPECIAL HIDE NICE: Jak's even got a sneak mode. All you do is find a quiet spot, press yourself against a wall and wait out the sirens.

police force and you'll soon ace all of the 'against the clock' missions. And... That's it. That really is it. There's nothing else hateful about the game at all. Of course it won't appeal to everyone - fans of *Vice City* may still view it as being cuddly and twee - although we're reckoning there'll be few who'll dismiss it outright.

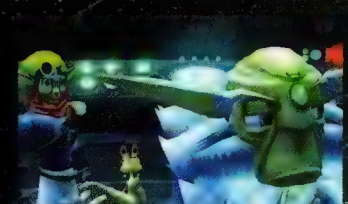
"JUST ABOUT ANYONE WILL APPRECIATE THE GAME"

Which brings us neatly to the case studies above. Stereotypic, for sure. Most people's approach will combine a little of everything mentioned earlier and more besides. However, it does serve to illustrate that just about anyone will appreciate sections of this game. Squash all the parts together, though, feed the resultant conglomeration of quality to a fan of the original title and just watch their little eyes light up as their bellies swell to Waller proportions. The best platform... sorry, character action game on PlayStation 2 to date? You bet your spring loaded arse it is. **PSM2**

We're the first mag in the whole world with the review - no word of a lie - so you're looking at about six weeks before UK release. Start pinching those pennies in anticipation.



BITCHIN' PORTER: This freak seems to be the origin of Dark Eco.



OLD WATCH: Escape the Baron's labs and you run into this duffer.

DUCKWORTH'S CHOICE

1 JAK 2: RENEGADE

Vast, well built and bursting with distractions. How any other platformer can ever hope to match this is beyond us.

2 RATCHET & CLANK

Planets filled with action, the cutest robo mate ever, and brilliant gameplay.

3 JAK & DAXTER

Flawed in structure but, for a Platinum price, this'll still keep you locked and smiling for a decent amount of time.

PSM2 VERDICT

GAMEPLAY

- Simple to grasp yet filled to capacity with beautiful action.
- You can still roll jump faster than you can run.

GRAPHICS

- Stunning, colourful and detailed at every turn.
- Rainy days are as grey and bleak as the real thing.

SOUND

- Stunning, colourful sharp scripting and a bunch of genuinely funny bits.
- Crimson Guard radio checks can get tiresome after a while.

LIFESPAN

- Big city big with sooooo many daily distractions.
- Go hell bent for the climax and you'll race through it.

OVERALL

The platformer is dead. Long live *Jak 2*. It is, quite simply, a sugar blasted collection of pure greatness. Buy it. Find happiness.

EJAKULATION

93

PLAYSTATION 2 MAGAZINE

PSM2

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

トモアスカ

IT'S AN ACTION ADVENTURE CUM STRATEGIC RPG WITH THIRD AND FIRST-PERSON ELEMENTS, INNIT?



JONNIE

Look at previews this month and you'll find that three of the five games on offer sport some old skool togs. Of the three, only *Time Crisis* returns in a recognisable form and, as a result, it's mildly disappointing. When facing up to the all

encompassing interests of *Vice City* it seems limited. People will still buy it, and enjoy the fleeting pleasure of shooting folk in the face, but it's a thrill that can be enjoyed in a much more lasting way via a well made first-person shooter.

So, lightgun games, shoot-em-ups, real-time strategy titles, even the good old beat-em-up: on console, their time is numbered unless they reinvent themselves. Question is, will we become more impoverished as a result of their demise? Look to the amount of stuff you can get up to in *Prince of Persia*, and the answer is a straight no.

Once multi-genre titles inevitably ended up doing a half-arsed job of a lot of things. Now, in the hands of a smart few, they're able to do everything well. Which means gamers get a more involving experience, with more cool stuff to marvel at. The future's bright, the future's a sports survival horror with bemani hurdling.

PSM2'S MANIFESTO

PSM2'S PREVIEWS ARE: Packed with the best shots taken from the most exciting PlayStation 2 games currently in development. They give you all the crucial details you demand and direct you towards the key features of the game which we think will make a difference. We'll also bring you our hands-on verdict for every new game - giving you unrivalled insight into how the game's really shaping up (there's no press release-style waffle here...).

PSM2'S PREVIEWS AREN'T: Simply dull, badly written back-story summaries for third-rate titles you really don't need to know about.



EXPECTED UK NOVEMBER

PRINCE OF PERSIA: THE SANDS OF TIME

Cher wished she could turn back time. If only she'd got herself a copy of *Prince of Persia*, then we could have cut out all that singing.

EVERYONE wishes they could alter time – whether that be to skip the boring dancing bits of *Matrix Reloaded* or just to prevent a nasty Ribena spill. And now, thanks to *Prince of Persia: The Sands of Time* our dreams have come true – to a degree, at least. Sure it might not reveal next Saturday's lottery numbers, but it will consign ham-fisted platform fumbles to history forever.

We first caught a glimpse of the game

at E3, and ever since, we've been whittling on about that amazing 'Sands of Time' feature. A feature so clever that someone ought to go back in time and invent it earlier. Now you can expect every new title to copy it, but they'll have a hard time matching the quality in the rest of the game.

The rewind, or revival, feature allows

you to quickly whip back a few seconds, so if you fall to your doom or take a wrong turn beneath a falling rock you get to replay and not make the same mistake twice. Plus the fast-forward timeshift puts the game into auto-pilot and you see off any particularly fiendish enemies quicktime. PLUS you can even slow

**"SANDS OF TIME WILL CONSIGN
HAM-FISTED FUMBLES TO HISTORY"**

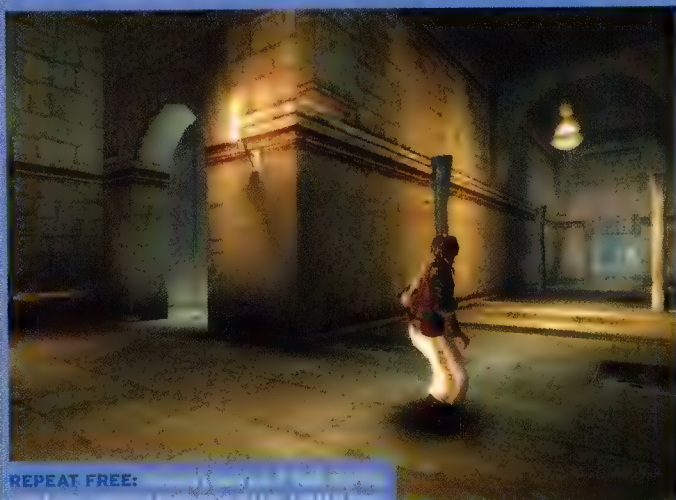


COMING SOON

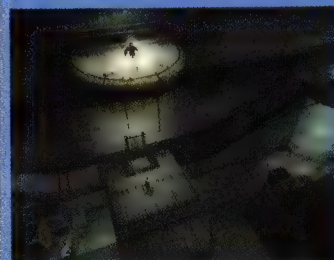
ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

CAN I GET A REWIND?

1 There is a rewind feature you can use to go back to a previous point in the game. By pressing the Re-Button, in a few seconds, the game will return to the point where you last saved. This can be used to avoid getting stuck on a puzzle or to see a different outcome to a fight.



REPEAT FREE:



CLIFF ANGER:



HOLE LOTTA SHOVE:

down the action to bullet time so you can make hard bits easy. And these time-bending abilities have been woven seamlessly into the storyline, so they don't feel like the brilliant gimmick that they are.

If you've played the original *POP* (or the *POP: 3D* rehash), then the game's setting and theme should feel rather familiar. You are a Persian prince (obviously) and your first task is to steal the dagger of time and use it to... well... beat all the bad guys. Inside every room or area in the game you will be faced with a selection of enemies, a series of traps or a devilishly difficult puzzle.

The action sections pit you up against

an array of monsters and demons who you vanquish in order to collect the sands of time from their lifeless corpses – which is achieved by stabbing them with the dagger of time as they spark out. The controls are simple enough to enable you to fight multiple enemies at once, using punches, kicks and sword attacks. Once you have killed all of the enemies, you receive a Destiny vision, showing you some of the traps and puzzles that lie ahead. There's a lot of this 'time' stuff in there, see.

By far the most enjoyable sections of the game are the areas containing traps. As you enter these zones, the camera will pan out so you get a full view of the spikes, drops and crumbling ledges the Prince needs to pass. Luckily, he's bendier than Zeta

"A FALL ON TO A PIT OF SPIKES CAN BE REWOUND AND YOU WON'T HAVE SO MUCH AS A PAPER CUT TO SHOW FOR IT"

Jones herself – running up and jumping off walls, running along the sides of walls to cross over fallen sections and swinging between parallel bars in order to avoid pits and swinging axes. Here the game really comes into its own and is probably the key area for the use of the dagger of time. A bone-snapping fall on to a pit of spikes can be rewound with a quick tap of **RE-Button**, and you won't have so much as a paper cut to show for it. Although you can't change the game's

set route through the palace, the challenge always comes from working out how to get to the next area, and which skills to use. If running and jumping over a gap always ends in tears, you can try running across the wall instead. And if you pay attention to the destiny visions, you can often pick up hints on how to pass some of the (evil) Maharajah's traps.

The palace itself looks stunning, with a mixture of ornate rooms and murky, sandy courtyards. It's often

tempting to switch camera angles and pan out just to take in the art department's sterling work. The character animation also looks wonderfully fluid – Ubi Soft use over 750 animations in the game to create ultra-realistic movement – and some suitably twangy music and sound effects heighten the feeling of baggy-trousered escapism.

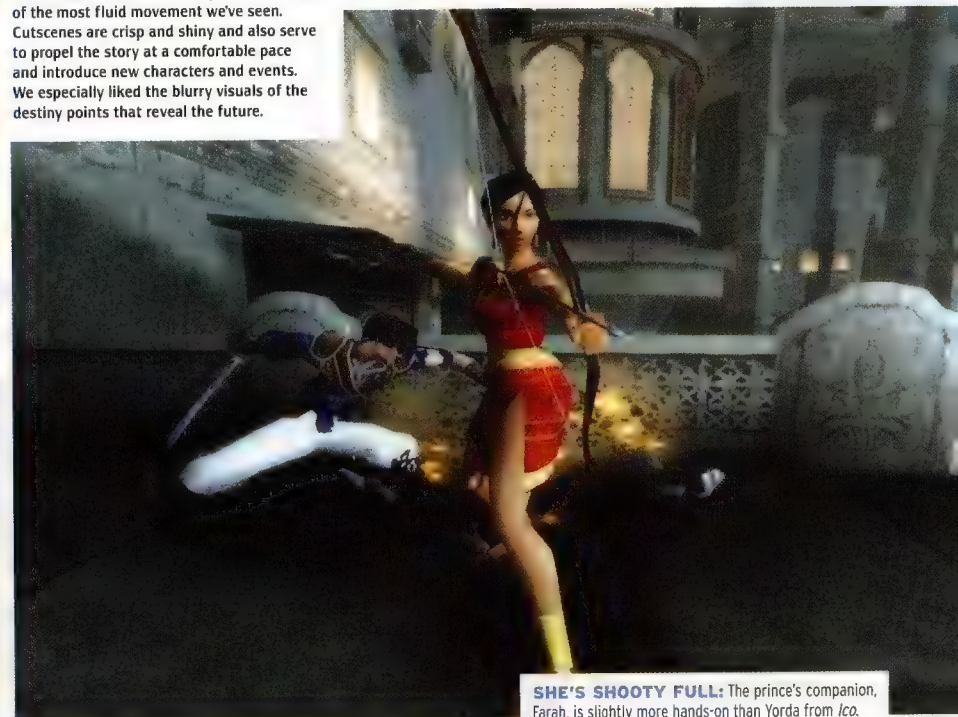
The only noticeable drawback is the oft-repetitive fighting action – the usual bugbear with hacky-slashy

YOU SEXY MUTHA...

2 One of the game's key appeals has to be its trouser-creasing good looks. The palace and surrounding areas look stunning, and every area can be seen in all its glory by panning the camera out for a fixed wide shot, as opposed to the standard third person view. The character animation is also well above par, with some of the most fluid movement we've seen. Cutscenes are crisp and shiny and also serve to propel the story at a comfortable pace and introduce new characters and events. We especially liked the blurry visuals of the destiny points that reveal the future.



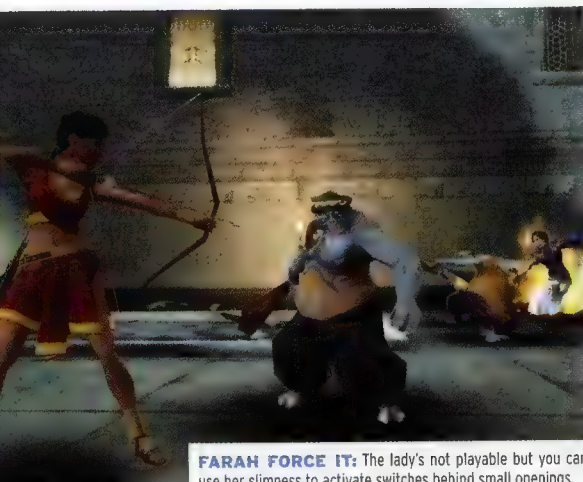
RAIL WAHEY: Dull we know, but look at that lattice work on the balcony. Any other title would have made that a solid wall.



SHE'S SHOOTY FULL: The prince's companion, Farah, is slightly more hands-on than Yorda from *Ico*.



COLLARS AND TOUGHS: And guess what? The further you progress into the levels, the harder the sand creatures become.



FARAH FORCE IT: The lady's not playable but you can use her slimness to activate switches behind small openings.

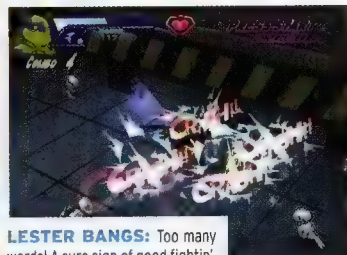
COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!



EAST IS EAST

1 Faction! The Teenage Mutant Ninja Turtles were originally created by Kevin Eastman and Peter Laird, who published a 40-page black and white comic of their soon-to-be-franchise in the early '80s. As well as the film and cartoon series, the turtles were also an acclaimed pencil and paper RPG, where you could be just about any kind of mutated beast. A budgie, even. True!



LESTER BANGS: Too many words! A sure sign of good fightin'.

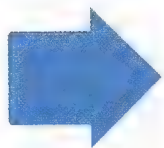


BED LETTERS: The sound effects are magnificently spelt.

EXPECTED UK OCTOBER

TEENAGE MUTANT NINJA TURTLES

Those shell-backed pizza eaters are back! But surely they can't be teenagers any longer?



GOOD LORD, is it really that time already? Time for a Teenage Mutant Ninja Turtles revival? With the nostalgia business booming big time (in the world of comics, resurrected Transformers and Thundercats properties are raking in the bucks from 30-somethings desperate to get a little of their childhoods back)

it would seem that no craze is safe. Not even (don't say it!) those heroes in a half shell (gnurk).

But forget any hazy memories you might have of the dreadful films – and more importantly, Vanilla Ice – Konami's take on this most peculiar of franchises is based on the more entertaining cartoon, and while pizza features as a health-recharging power-up, this is more concerned with straight-ahead fisticuffs than any other movie turtle 'trademarks'.

Allowing you to choose from any of the four armoured testudines of lore, *TMNT* (as it is known at PSM2 Towers) offers mucho thug-bashing, rendered in cel-shaded splendour. It's simple stuff; progression is achieved by crumpling all the bad guys in a particular level, via hefty turtle-based violence. Each protagonist has their own weapons – and therefore their

own set of moves – from Raphael's Sais to Michelangelo's Nunchuks. At the moment, Donatello's Bo sticks are proving to be the PSM2 weapon of choice, due to their reach and multiple enemy-twatting ability. Otherwise, each turtle has a weak and strong

Speaking of bosses, we came up against a few – hockey-fetishist Casey Jones popped his head up at the end of a level, and two giant robots, one of which was made out of cars. Nice.

The early version we played allowed two players to bust heads co-

"KONAMI'S TAKE ON THIS FRANCHISE IS BASED MORE ON THE CARTOON"

operatively (although the Vs mode wasn't yet available – it'll offer straight up player-against-player action) in the manner of those fondly-remembered classics such as *Streets of Rage*. As co-op modes seem to be the multiplayer mode du jour at the moment, this is a great little extra and adds plenty to the game, with the basic chopsocky fun enlivened hugely by the addition of a chum. **PSM2**

Konami shells out in October.



BARREL O' FUN: Watch out for the barrels – they usually explode if you hit them.

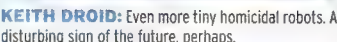
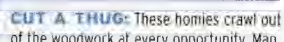
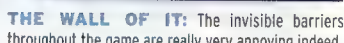
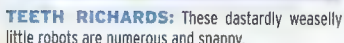
PSM2 FIRST PLAY

"PIZZA"

2 The seemingly never-ending thug-smashing is punctuated – thankfully – by some impressive boss encounters. For the single player they're tricky, and fall much easier to two players (as you expect). Annoyingly, they regenerate, so unless you're relentless in your attack, expect protracted battles. And given the cel-shaded visuals they're impressive to watch, even while they're kicking your green arse all over the shop. Here's a particularly robotic favourite.



4. **How can we use the information we have gathered to make a decision about the best way to solve the problem?**



3 While *Teenage Mutant Ninja Turtles* is hugely impressive in some areas, one thing we're not sold on so far is the camera. A pedestrian complaint, perhaps, but a justified one; it's simply too close to the action. The result is that you can't tell if enemies are about to attack, because as soon as they're on screen they're on top of you. It's better in the single-room environments, as the camera pans out, but it's annoying on the street-based levels.

5 Cel shading might have been overdone recently, but the cartoon look of *Teenage Mutant Ninja Turtles* suits the subject matter perfectly. Nevertheless, we're not completely sold on the game, and not because we can take-or-leave the resurrection of a franchise we don't particularly care about. The action is competent, but it's also rather basic and repetitive at the moment, and even resorts to the cheap tactic of invisibly walling-off areas so that you can't press on until every hood in a particular area is vanquished.

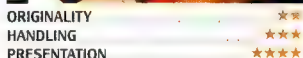
Persistent probing of the combat system hasn't yet revealed much depth in the way of creating fancy combos, and even the large bosses fall prey to cheap, repeated attacks.

Still, we've only seen a small portion of the game and are sure the final version will yield manifold treats and secrets to us. Here's hoping.

You'll love it because...
You don't mind straight-ahead kung-fu fightfests – with turtles

You'll hate it because...

It's a franchise that should have stayed dead, and it's highly repetitive



INFO

- **DEVELOPER**
Mirage Studios
- **PUBLISHER**
Konami
- **GAME TYPE**
Action

ANTICIPATED FEATURES

of mode for playing along with a chunky chunky album.

Intendly Versus *Intendly Versus* is a... and you're not limited to the turtles, as you can step into the shoes of... (Even Shredder,

■ A Challenge made rounds things off nicely

WHERE IT'S AT...

- The game is out in the (cough) fall, so it's conceivably just

Playing PS2 Longer, Harder, Faster **PSM2** | 035

COMING SOON

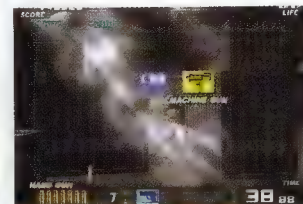
ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!



ROCK AROUND THE CLOCK: The machine gun is slightly glitchy, but can still take down enemies by the screen full.

BY THE NUMBERS

1 Story-wise *Time Crisis 3* stays true to its past form. Think masked anarchic terrorists, sinking oil tankers, fortified island bases and, of course, two trigger happy cops, who are more than happy to blow away anyone who gets in their way.



THEY ARE THE ROBOTS: In solo games, the computer becomes player two.



ENEMY MINE: Taking down enemies quickly is essential for good combo scores.

TIME CRISIS 3

Slam the pedal to the metal and dust off that G-Con, the only arcade shooter worth playing makes a return.



WHILE it may have taken Namco three long years to port the second instalment of their pedal-driven shooter on to the PS2, they've got their act together for *Time Crisis 3*, with both arcade and console versions coming out in the same year. Sweet Jesus yes!

Time Crisis 2 was a faithful recreation of its arcade brethren and this latest outing is no different. To jazz things up, *TC3* features selectable weaponry. In addition to your faithful handgun, you can also 'acquire' extra

Just like its predecessors, *Time Crisis 3* is awash with visual polish. Limbs snap when hit, and your enemies have a vast range of animations as they buckle under your bullets. Virtually every piece of game furniture is deformable, while other aspects of the scenery (such as cranes) swing around when shot and can be used to bludgeon your attackers.

A two-player co-op mode makes a welcome return,

HANDS-ON VERDICT

2 While lightgun shooters certainly have mass appeal (they're the ones that you can't get near down the pub at any rate), away from their glitzy cabinet and scrutinised with PSM2's beady eye through hour after hour of play, the cracks in this one-dimensional genre soon begin to show. And while Namco's *Time Crisis 3* certainly oozes the kind of quality we had expected from the team, and provides a high class visceral kick, we're not quite convinced that it will provide any more long term thrills than its forebears did. So what do we reckon will happen if you decide to shell out for this third instalment? We can't help but think that, in the end, it'll be just like any other lightgun game you might have tucked away in your collection: you'll play it obsessively for a week and then never touch it again – it's hardly forty notes well spent. Quickfire visceral thrills by the pineal gland's worth. You'll hate it because... Lightgun games are for idiots, give us FF10 every time.

DVD ACTION
We've got a big ol' juicy chunk of lightgun action on this month's DVD – and there'll be more to come alongside the review.

"FINALLY, ALONG COMES A GAME THAT LOOKS WORTH DUSTING OFF THE OLD G-CON FOR"

firepower by prizing hardware from the hands of your fallen enemies. Logically enough munitions can only be swapped while ducking, but sadly this additional weaponry is restricted to just three different types – machine gun, shotgun and grenade launcher. Ammo for these weapons is limited by what happened to be in the chamber when you picked it up, but you'll come across additional caches as you charge through the game.

while i-Linked play is also catered for. *Time Crisis 3* also features console-only game modes, including target shooting and head-to-head multiplayer. And additional game modes must be earned through success in the Story mode, giving players a worthy reason to replay. Finally, along comes a game that looks worth dusting off the old G-Con for. **PSM2**

We've got this one in our sights for a review next issue.



ORIGINALITY...★★
HANDLING...★★★
PRESENTATION...★★★★



INFO

DEVELOPER

PUBLISHER

GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

...and more!

...and more!

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- ▶ Test your skills in the wide variety of the 48 missions and racing in single player and multiplayer modes!
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- ▶ Discover the characteristics of each car, defined by 150 original data parameters supplied by Mercedes-Benz!
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- ▶ Adjust the handling of each car from arcade to simulation to test your skills!



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A screenshot from the video game Sly 2: Band of Thieves. The scene is set in a dark, industrial environment with large pipes and structures. In the foreground, Sly Cooper, a raccoon wearing a red shirt and blue pants, is perched on a large, yellow, cylindrical object. He is looking down at a small, green, mechanical device on the ground. Milla Farrow, a small, blue, bird-like character, is also on the yellow object, looking up at Sly. In the background, a large, dark, industrial structure is visible. The game's interface is visible in the top left corner, showing a health bar and a small icon of Sly. The bottom of the screen features a black bar with the text "EXPECTED UK" and "AUTUMN" in white.

KYA: DARK LINEAGE



easy on the eye. The main gimmick's Kya's ability to glide through forest canopies on air currents; falling, flying and occasional slamming into trees on the way. That's far from it, though—there's a whole slew of minigames to tackle and things to pilot. In fact, it's eerily reminiscent of *Haven*, except that they've replaced the yo-yo-slinging crusty with a pretty girl. Kya gains new abilities as the game progresses, including the ability to ride animals and learn



Kya's unlikely to ascend the PS2 platform throne, but it's certainly a contender — even at this stage, it boasts enough loveable detail to make cynics coo. It could claim *Rayman's* Best French Platformer crown — and it's even got a boss called the Nosemonster. Zut alors! **PSM2**
Kya's due out in a few months.

1 Rather than, say, buses, the Native transport system revolves around the air jets that bombard their land from every side. Occasionally these'll just annoyingly swoosh you up in the air – but at other times they'll break your fall. So, as you can imagine, they can be quite useful. Hitting ☒ to streamline-plummet your way through debris is one of the game's high points.



AUSSIE RULES: Kya's just an normal girl (with blue hair) zapped into another dimension.



SOAR POINT: If you scrape the scenery at terminal velocity, you're dead. Just like real life.

2 After the initial disappointment that *Kya* wasn't about our favourite Birmingham kebab house – and even more disappointment when we realised that it's a platform game involving boomerangs – *Kya* came as a pleasant surprise. The action's slicker than a garlic-buttered fox, with *Kya*'s various abilities being gradually introduced until you're completely at ease with the tail-grip, wolf-flip and the art of boomerang sniping. Whether you're gliding, sliding, sneaking or fighting, the controls feel smooth and responsive, and there's something endearingly fluid about the animation that reminds us of Megadrive classic *Aladdin*. Très bon.

You'll love it because...
Freefalling through air currents is undeniably pretty exhilarating – even in a game

You'll hate it because...
To be honest, you'd be hard pushed to hate it – but compared to *Jak*, it just hasn't got that, um, je ne sais quoi.

To be honest, you'd be hard pushed to hate it – but compared to *Jak*, it just hasn't got that, um, je ne sais quoi.



ORIGINALITY
HANDLING
PRESENTATION

★★★★★

INFO
DEVELOPER
PUBLISHER
GAME TYPE

ANTICIPATED FEATURES

WHERE
IT'S AT...

1991

PSM2
FIRST PLAY

IN CINEMAS
EVERYWHERE FROM
19TH SEPTEMBER

IF YOU CAN'T DO THE TIME...

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L.A. HEIST

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A high-octane arcade racer
based on the blockbuster movie



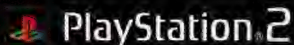
Race through L.A.
driving 10 different vehicles



Bonus features including
movie footage, interviews, and more!



Master 4 modes from death-defying
stunt driving to multiplayer madness



CLIMAX



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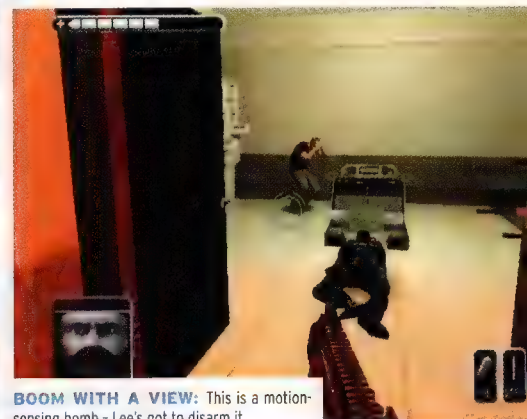
COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!



LUCK OF THE IRIS™

1 "Right, that's the sewers cleared out. Now I'll wander out into the street and... Alieee!" One of SWAT's cleverest touches is the Iris system, which mimics the dilation of your pupils when you go from a dark area into a light one (or vice versa) via a texture system we scarcely understand. Combine that with explosions that fade out other sounds while your hearing recovers, and you've got a properly immersive sense-crippling system. Ooch!



BOOM WITH A VIEW: This is a motion-sensing bomb - Lee's got to disarm it.



FLASHBANG WALLOP: They don't harm anyone, but they'll make terrorists more tractable.

EXPECTED UK OCTOBER

SWAT: GLOBAL STRIKE TEAM

"SWAT you talkin' 'bout, Willis?" Yes, we can see the tie-in potential already...



HERE ON PSM2 we're wary of two things: cop games and voice-recognition headsets. Cop games, because we play by our own damn rules. And headsets as they remind us of Marshall Sylver, the celebrity hypnotist who destroyed our faith in get-rich-quick schemes. Thankfully, *SWAT's* made the magic live again.

First up - rules. The bad news is *SWAT* still plays by its precious Rules of Engagement. The good news is, they're treated more like suggestions. You're supposed to 'encourage'

enemies to surrender with a shot to the knee. Each level has a couple of characters who you're supposed to arrest, but if you decide to just shoot them, you only lose out on the chance to upgrade your weapons.

Secondly - headsets. *SWAT's* commands form a pleasingly organic part of gameplay, with localised versions that ensure you can bellow "Arrêtez, mon ami!" if you really want to.

The rest of the game's been adapted to make it pacier

HANDS-ON VERDICT

2 "Police!" Nope. "SWAT!" Nope. "Um. Freeze?" A-ha! After *SOCCOM's* often Yankocentric voice recognition, it's a pleasure to play a game that gives you four alternatives for each of its 19 commands. Theoretically, it'll recognise any of them, but it'll also tell you which ones it's happiest picking out of your accent. Though it's possible to simply prod the pad, there's a trade-off in the time it takes characters to respond, making the vocal control a genuinely helpful addition to an already whopping control set. Elsewhere, everything's been designed to make things go with the minimum of hassle - team-mates are smart, terrorists are realistically panicky, and checkpoints come at regular intervals. The deathmatch feels a bit sluggish and random, but the co-op's sterling stuff. You'll love it because... You like yelling things like "Covering fire!" or "Target lock!" You'll hate it because... You feel a bit self-conscious about yelling "Breach!"

DVD ACTION
We've got some luscious footage of *SWAT* on this month's DVD - so what are you waiting for? Get to it...

"IF YOU DECIDE TO SHOOT CHARACTERS, YOU ONLY LOSE OUT ON UPGRADING YOUR WEAPONS"



POP CROTCH: Shooting cuffed perps in the groin's frowned on, but won't fail you the mission.

than the PC series. Your team-mates can get on with their own thing or help out with sniping. Neat touches make the action real, from the door interaction (tap $\otimes$ button to peer inside, hold $\otimes$ to kick it in) to being able to handcuff hostages. Apparently the team's research included being shut in a room and having flashbangs thrown at them. We'd like to do that to Marshall Sylver... **PSM2**

SWAT's due in October.



ORIGINALITY
HANDLING
PRESENTATION.

★★★
★★★★
★★★★



INFO
DEVELOPER
PUBLISHER
GAME TYPE
ANTICIPATED FEATURES

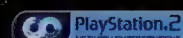
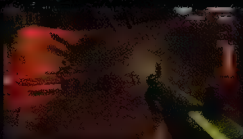
WHERE IT'S AT...

PSM2 FIRST PLAY

IT IS THE 41ST MILLENNIUM.
THERE IS ONLY WAR.



YOU ARE KAIS, A FIRE WARRIOR.
THE NEXT 24 HOURS WILL BE HELL.



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COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EVERY KNOWN GAME ETA

INCOMING

Your monthly guide to the future of PS2 – no other magazine brings you such a comprehensive view.

KEY

Genre	Platform
Action	P
Action/Strategy	Pz
Adventure	R
Baseball	RPG
Boxing	S
Fighting	Sm
Fighting/Strategy	Sp
Music	Str

SEPTEMBER 2003

Alter Echo	THQ	AA
Celebrity Deathmatch	Take 2	Bt
Chaos Legion	Capcom	AA
Club World	Empire	Sm
Colin McRae Rally 04	Codemasters	R
Conflict: Desert Storm 2	SCI	AS
Crashed	Empire	R
Dirt Track Devils	Midas	R
Disney's Extreme Skate Adventure	Activision	Sp
Finding Nemo	THQ	AA
Football Generation	Midas	AS
Freedom Fighters	EA	Sp
Freestyle: Metal X	Midway	Sp
Gladius	Activision	RPG
GTC Africa	Empire	R
Italian Job, The	Eidos	R
Madden NFL 2004	EA	Sp
NHL 2004	EA	Sp
Psyvariar	Empire	S
Rugby 2004	EA	Sp
Soul Calibur 2	EA	Bt
Splashdown 2: Rides Gone Wild	THQ	R
Tiger Woods PGA Tour 2004	EA	Sp
True Crime: Streets of LA	Activision	AA
Unlimited Saga	Atari	RPG
Wallace & Gromit in Project Zoo	Bam!	P
Warhammer 40K: Fire Warrior	THQ	FPS
ZOE: The 2nd Runner	Konami	M

OCTOBER 2003

13	Ubi Soft	FPS
Backyard Wrestling: DTTAH	Eidos	Bt

Bionicle	EA	AA
Bombberman Kart	Konami	R
Breath of Fire: Dragon Quarter	Capcom	RPG
Club Football	Codemasters	Sp
Crash Nitro Kart	Vivendi	R
Curse: The Eye of Isis	Wanadoo	AA
Disney Party	EA	Pz
FIFA 2004	EA	Sp
Ford Racing Evolution	Empire	R
Freaky Flyers	Midway	FS
Galidor: Defenders of the Outer Dimension	EA	AA
Gladiator: Sword of Vengeance	Acclaim	AA
Kya: Dark Lineage	Atari	P
Mafia	Take 2	AA
Manhunt	Rockstar	AA
Mega Man X7	Capcom	S
NBA Jam	Acclaim	Sp
NBA Live	EA	Sp
NHL Hitz Pro	Midway	Sp
Pitfall Harry	Activision	AA
Risk: Global Domination	Atari	Str
Scrabble 2003	Ubi Soft	Pz
SSX3	EA	R
Teenage Mutant Ninja Turtles	Konami	Bt
Urban Freestyle Soccer	Acclaim	Sp
Whiplash	Eidos	AA
XGRA	Acclaim	R
Yu-Gi-Oh: The Duelists of the Roses	Konami	AS

NOVEMBER 2003

Alias	Acclaim	AA
Batman: The Rise of Sin Tzu	Ubi Soft	AA
Beyond Good and Evil	Ubi Soft	AA
Bloody Roar 4	Konami	Bt
Bombastic	Konami	AA
Broken Sword: The Sleeping Dragon	THQ	AA
Crouching Tiger, Hidden Dragon	Ubi Soft	AA
Dynasty Tactics 2	Koei	Str
James Bond: Everything or Nothing	EA	AA
Ghost Recon: Island Thunder	Ubi Soft	AS
Gregory Horrorshow	Capcom	AA
Harry Potter: The Philosopher's Stone	EA	AA
Hot Wheels: Highway 35	THQ	R
IronStorm	Wanadoo	FPS
Legacy of Kain: Defiance	Eidos	AA
LOTR: Return of the King	EA	AA
McFarlane's Evil Prophecy	Konami	AA
Medal of Honor: Rising Sun	EA	FPS
Need for Speed: Underground	EA	R
Pilot Down	Wanadoo	AA
Pop Idol	Codemasters	B
Prince of Persia: The Sands of Time	Ubi Soft	AA
Pro Evolution Soccer 3	Konami	Sp
RC Copter	Empire	FS
Robin Hood: Defender of the Crown	Capcom	AS
Secret Weapons Over Normandy	Activision	FS
Spongebob Squarepants	THQ	P
Tak and the Power of Juju	THQ	AA
Tony Hawk's Underground	Activision	Sp
Total Club manager	EA	S
Total Immersion Racing	Empire	R
WWE SmackDown! Here Comes the Pain	THQ	Bt

DECEMBER/CHRISTMAS 2003

A Sound of Thunder	Bam!	AA
A Train 6	Midas	Sm
Amplitude	Sony	B
Bad Boys 2	Empire	AA
BattleBots	THQ	Bt
Bulletproof Monk	Empire	AA
Bust-A-Bloc	Midas	Pz

BVC: Battle Construction Vehicles	Midas	R
Conflict: Desert Storm 2	SCI	AS
Detonator	Midas	Pz
Dragon's Lair 3D	THQ	AA
Dredd Vs Death	Vivendi	FPS
Eternal Quest	Midas	RPG
Final Fantasy 10-2	Sony	RPG
Four Horsemen of the Apocalypse	3DO	AA
Gran Turismo 4	Sony	R
Ice Nine	Bam!	FPS
Jak 2: Renegade	Sony	P
Maximo Vs the Army of Zin	Capcom	P
Moji Ribbon	Sony	B
Nightmare Creatures 3	Konami	AA
Red Dead Revolver	Capcom	S
Roadkill	Midway	R
RPM Tuning	Wanadoo	R
Seed: The War Zone	Midas	Str
Sniper 2	Midas	S
SpyHunter 2	Midway	S
This Is Football 2004	Sony	Sp

TO BE CONFIRMED/2004...

Altered Beast	Sega	AA
Area 51	Midway	FPS
ATV Offroad Fury 2 Online	Sony	R
Baldur's Gate: Dark Alliance 2	Vivendi	RPG
Bloody Roar 4	Konami	Bt
Catan	Capcom	Pz
Capcom Fighting All-Stars	Capcom	Bt
Castlevania	Konami	AA
Coaster Works 2	Xicat	Sm
Conan: The Dark Axe	TDK	Bt
Cy Girls	Konami	AA
Daredevil	THQ	AA
Deadly Skies	Konami	FS
Deer Hunter	Atari	S
Delta Force	Nova Logic	FPS
Destruction Derby Online Arena	Sony	R
Dog's Tale	Sony	Sm
Dororo	Sega	AA
Driver 3	Atari	R
Duke Nukem Forever	Take 2	FPS
ESPionage	Midway	AA
Everquest Online Adventures	Sony	RPG
Evil Prophecy	Konami	S
Fahrenheit	Vivendi	AA
Fast and the Furious, The	Vivendi	R
Fatal Frame 2	Tecmo	AA
Final Fantasy II	Sony	RPG
Firefighter FD 18	Konami	AA
Frogger's Adventures: The Rescue	Konami	P
Fugitive Hunter	Codemasters	AA
Full Throttle: Hell on Wheels	Activision	AA
Ghosthunter	Sony	AA
Ghost Master	Empire	Sm
Gradius 5	Konami	S
Hardware: Online Arena	Sony	S
Harvest Moon: Save the Homeland	tdc	RPG
Haunted Mansion, The	TDK	AA
Headhunter 2	Sega	AA
Isle of Man TT	Codemasters	R
Jacked	3DO	AA
Karaoke Revolution	Konami	B
Kengo 2: Bushido Master	Ubi Soft	AA
Killswitch	Namco	AA
Killzone	Sony	FPS
Knights of the Temple	TDK	AA
LMA Manager 2004	Codemasters	Sp
Looney Tunes: Back in Action	EA	AA
LOTR: The Treasures of Isengard	Vivendi	AA

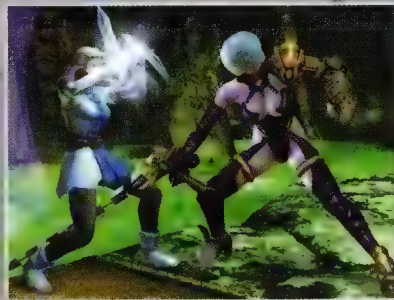
Masters of the Universe	TDK	AA
Metal Gear Solid 3: Snake Eater	Konami	AA
Mission Impossible: Operation Surma	Atari	AA
Monster Rancher 4	Tecmo	AS
MX Unleashed	THQ	R
My Street	Sony	Pz
NARC	Midway	AA
NFL Street		
Nico	Sony	AA
Nobunaga's Ambition Online	Koei	Str
Onimusha 3	Capcom	AA
Onimusha Blade Warriors	Capcom	Bt
Outlaw Volleyball	TDK	Sp
PaRappa the Rapper 3	Sony	B
Pillage	Zed Two	AS
Ratchet & Clank: Locked and Loaded	Sony	P
Resident Evil: Outbreak	Capcom	AA
Richard Burns Rally	SCI	R
Ridge Racer 6	Namco	R
Rise of Honor	Sony	AA
Rogue Ops	Wanadoo	AA
Sega Seabass Fishing Duel	Acclaim	Sp
Shoot to Kill	Codemasters	FPS
Sim City 4	EA	S
Sim Bustin' Out, The	EA	S
Skate or Die	EA	Sp
Smash Cars Racing	Metro 3D	R
Smuggler's Run 3	Take 2	R
Sniper Elite	Wanadoo	AA
Snowboard Heaven	Capcom	Sp
SOCOM 2	Sony	AS
Sonic Heroes	Sega	P
Sphinx and the Shadow of Set	THQ	P
Spider-Man 2	Activision	AA
Splinter Cell 2	Ubi Soft	AA
Starcraft: Ghost	Vivendi	FPS
Star Ocean 3: Till the End of Time	tdc	RPG
Star Trek: Shattered Universe	TDK	S
Street Lethal	Activision	AA
Street Racing Syndicate	3DO	R
Suffering, The	Midway	AA
SWAT: Urban Justice	Vivendi	AS
Syphon Filter: Omega Strain	Sony	AA
Terminator 3: Rise of the Machines	Atari	AA
Transformers: Armada	tdc	M
Virtual-On: Marz	Sony	M
Wizardry	Ubi Soft	RPG
World Rally Championship Online	Sony	R
Worms 3D	Sega	Pz
Wrath Unleashed	Activision	AA
X-Files: Resist or Die	Vivendi	AA
Xenosaga	Sony	RPG

Incoming is your complete guide to the future for your PS2. The release dates are correct as we went to press. This listing is updated every issue – please don't give us a hard time about slippage, cancelling and alterations.



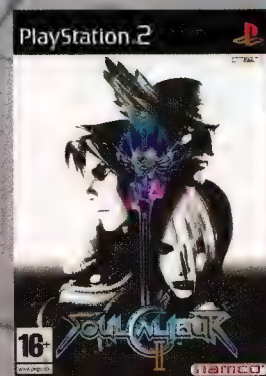


* Weapons featured not in game.



Fight with the best range of weapons in beat 'em up history.

10/10 Official PlayStation 2 Magazine.



Master your weapon or die.

soulcalibur-2.co.uk

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PSM2'S COUNTDOWN TO CHRISTMAS

Be do, be do, biddle do, booooo! (cough)
Some of the best PS2 games ever are just around the corner. Time for PSM2 to countdown its ten titles most likely to nab your Christmas cash. There's just 16 weeks to go... 112 days... 1688 hours... Etc...

THINGS YOU CAN DO BETWEEN NOW AND THE RELEASE OF GRAN TURISMO 4...

GRAN TURISMO RELEASED
12TH DECEMBER WHICH
IS 99 DAYS

AVERAGE LENGTH OF A PS2 GAME
12 HOURS: PLAY 198 PS2 GAMES

AVERAGE LENGTH OF A
MOVIE IS 1.6 HOURS

WATCH 1485 MOVIES

$2376 \text{ HOURS} \times 60 = 142,560 \text{ MINUTES}$
TO SOFT BOIL AN EGG 4.5 MINUTES

SOFT BOIL
31,680 EGGS





10

RATCHET AND CLANK 2: LOCKED AND LOADED

Publisher: SCE

Developer: Insomniac

Release: 14th November 2003

Countdown: 71 days

Last year it went head to head with *Jak & Daxter* and won. This year we don't think it's done enough. While Jak has morphed into a game with genuine RPG vastness and potential, *R&C2* is more of the same.

That said the battle of the platformers

is a two-horse race with *Ratchet 2* still streets ahead of most of the competition. The locked and loaded of the title refers to Ratchet's new (even better) weaponry. Now there are 50 different weapon variations to use in-game. Stooting

WHY WE'VE PICKED IT:

It's here because the last game was so good and this is even better. More traditionally platformy than *Jak 2* it's the best example of a classic, still very much in demand PS2 game genre.

MISSILE DEMAND: You wanted more weapons and more gadgets and that's just what you get with *Ratchet 2*.

RATCHETANDCLANKTWOLOCKEDANDLOADED
WANKLANDLORDCONTACTEDHADDOCK

9

PRINCE OF PERSIA: THE SANDS OF TIME

Publisher: Ubi Soft

Developer: Ubi Soft

Release: 21st November 2003

Countdown: 76 days

You can find everything you want to know about *Prince of Persia* on page 50; suffice to say that this is currently our favourite Raider-style exploration game.

That brilliant 'sands of time' feature not only allows you to replay mistakes and take out enemies smart bomb-style but gives you a real reason to engage in combat rather than take the sissies way out.

PRINCEOFPERSIATESANDS
OFTIME

ADMIRATIONSTIFFNESS
CHEESEPROP

7

MEDAL OF HONOUR: RISING SUN

Publisher: Electronic Arts

Developer: Electronic Arts

Release: 14th November 2003

Countdown: 71 days

Watching the first level unfold, as you survive the Japanese invasion of Pearl

LORD OF THE RINGS: RETURN OF THE KING

Publisher: Electronic Arts

Developer: Electronic Arts

Release: 7th November 2003

Countdown: 64 days

Already done to death in the pages of *PSM2*, this sequel to last Christmas Two Towers game takes the scrolling-beat-em-up formula it single handedly resurrected and elevates it to the next level while looking even better.

It's got more playable characters including Gandalf and Bilbo and a far greater degree of variation in the combat and action. We're assured that there's no

8



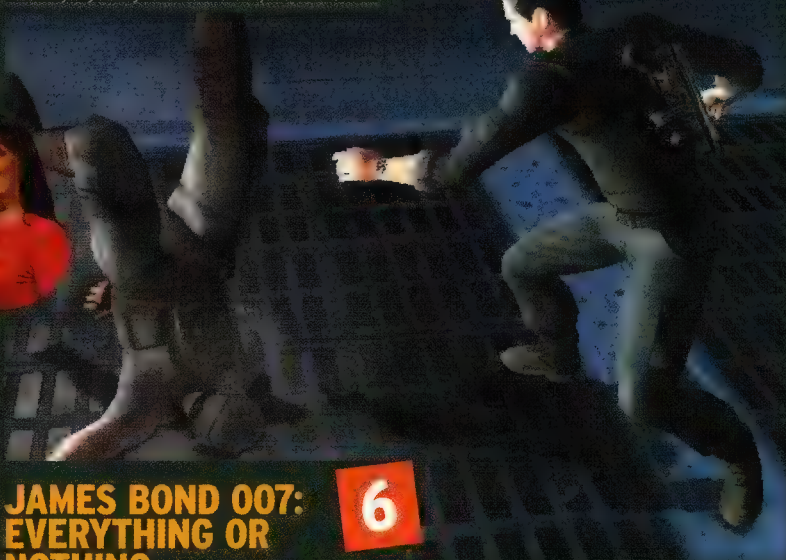
GANDALF LUNDGREN: The crusty wizard turns action hero in the latest *'Rings* spectacular.

LORDOFTHERINGSTHERETURNOFTHEKING
FOREFINGERTHRUSTERLENTKNIGHTHOOD

WHY WE'VE PICKED IT:

Simply because it's deeply gorgeous to look at and offers some genuine gameplay innovation to the tried and tested third-person runaround. And *Tomb Raider* being crap helps out too.

PIERCE ARE NOT ENOUGH: Now you can actually see Brosnan going through the motions with you at the controls.



JAMES BOND 007: EVERYTHING OR NOTHING

Publisher: Electronic Arts

Developer: Electronic Arts

Release: 21st November 2003

Countdown: 78 days

You know what was wrong with the previous two James Bond games? You only got to see his right hand bobbing about in the corner of the screen! Now – and what an obvious, brilliant move this is – they've made Bond third-person so we can see the great man at work.

And the EA money fairy has gone into overdrive, emptying her purse at Willem Dafoe, Shannon Elizabeth, Heidi Klum in addition to securing the services of every great Bond baddie ever thanks to a bomb-proof deal with MGM.

WHY WE'VE PICKED IT:

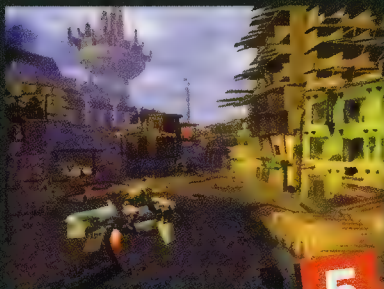
There's no James Bond movie this Christmas. *This* is the James Bond movie this Christmas instead. No expense has been spared in delivering the most authentic Bond ever.

MEDALOFHONORRISING
SUN

FOUNDINHER
ORGASMS

JAMESBONDEVERYTHINGOR
NOTHING

ABSORBINGENJOYMENT
GIVENFORTH



JAK 2: RENEGADE

Publisher: SCEE
Developer:
Release: 17th October 2003
Countdown: 43 days

What more do you need to know about this? Check out the world's first review on page 24. If that doesn't convince you to buy it then you clearly don't like platfor... we mean 'character action' games.

We loved the first one last year but this year they've taken all the 'well, it's just a platform game' criticism (what little there was of it) and turned the game on its head to shut everyone up.

The city is so big you need a Zoomer bike to get from one side to the other and there's so much to do and so many sub-plots and bonus tasks to achieve you could well only ever see half of the work the egg-head programmers have crammed in. Excellent.

WHY WE'VE PICKED IT:

Everyone needs a massive, absorbing, surprise-packed action adventure to soak up those boring Christmas holidays and every Sunday afternoon thereafter. This is our primo choice.

JAK TWO
 RENEGADE
 WE EAT
 GO NAD JERK



TONY HAWKS UNDERGROUND

Publisher: Activision
Developer: Neversoft
Release: 7th November 2004
Countdown: 64 days

We loved THPS4 but in retrospect it just wasn't that much better than THPS3. So what do they do for (what is effectively) THPS5? They go and put cars in it! And you can get off the board and climb things! And you can put your face in it! And, and, well, it's like what you wish your life was really like, but in a PS2.

FLIP OF FOOLS: Show everyone your gorgeous actual mug in the amazing virtual world of THUG.

THUG blurs the line between 'extreme sports game' and 'action-RPG-adventure' sending you all over the city to accomplish objectives or just offering you Vice City-like freedom to explore and generally mess with the game's skate-friendly environments and occupants.

Tony and crew are still in there to meet and play but this time YOU'RE the star and there's almost limitless opportunity to be supercool.

WHY WE'VE PICKED IT:

We're mad for all things Hawk's and THUG is the ultimate expression of skateboarding as a PS2 game. We can't wait to get involved online.

TONY HAWKS UNDERGROUND
 WANK ON DRY DOUGHNUTS



SSX: OUT OF BOUNDS

Publisher: Electronic Arts
Developer: Electronic Arts
Release: 24th October 2003
Countdown: 50 days

SSX Tricky was just a stop-gap while they ramped up the technology to the required degree to make SSX3: Out of Bounds a possibility. Makes you think, doesn't it?

The control system has been tightened, offering you more variety of moves on and around the board and the animation improved so that reactions are instantaneous.

The 'one huge mountain' concept is a little odd (the areas seem a little open and hap-hazzard after the strict regimentation of the familiar track-based system of the last game but they're promising lots of rewarding secrets and mini-runs to be uncovered just off piste...

WHY WE'VE PICKED IT:

We've always LOVED SSX and this third game is a step beyond what any of us thought possible. We'll be back with the exclusive review next issue.

SSX THREE
 OUT OF BOUNDS
 THUNDEROUS
 SOFT BOXES



PRO EVOLUTION SOCCER 3

Publisher: Konami
Developer: KCEJ
Release: 14th November 2004
Countdown: 71 days

We've reviewed Winning Eleven 7 this issue and scored it frankly insane 96%. We expect the finished Pro Evo 3 - a game which will be an improved and Euro-fied version of this beautiful game

PROEVOLUTIONSOCCER
 THREE
 FARTING HUMOUR

to score even more highly. Motherofgod!

Don't get us wrong. FIFA is gorgeous and the online and management tie-ins intriguing but when it comes to plain old fashioned gameplay it looks like nothing can come close to PES3.

WHY WE'VE PICKED IT:

By virtue of being the best football game ever. The traditional PES versus FIFA battle rages every Christmas. Could this be the one where PES finally wins or will innovative FIFA hold onto its lead?



GRAN TURISMO 4

Publisher: SCEE
Developer: Polyphony Digital
Release: 12th December 2003
Countdown: 99 days

This is the big one. Rumours inside Sony have it that this title was slated for Easter 2004 but pressure from Europe for a real 'killer title' for the festive season has brought the release forward.

There's 600 to 1000 cars (exact figures are still not finalised as the team ram in everything from F1 cars to Morris Minors) and a guaranteed 100 tracks. The single player game will have at least twice as many tournaments and championships and

there's that intriguing 'GT TV' mode where you can manage your team and let a learning AI actually do the driving for you. And there's those online modes too.

WHY WE'VE PICKED IT:

A major franchise and the first real reason to go online. If they include half the features they've spoken about then it'll be the ultimate racing game. Just make sure it's ready for Christmas.

GRANTURISMOFOUR
 FARTING HUMOUR

Do you think you can introduce me to Jonnie Bryant? He's like sooo YUMMY! (Faints)

You do realise I get £70 every time you use this library shot don't you? So now I'm RICH! RIIICH!

GYLES BRANDRETH'S 2004 CORNER



Ha ha ha ha ha ha ha ha. Well hellooo. You've caught me looking at PSM2's selection of top games coming out *after* Christmas. Fantastic! Come sit down. I won't bite. Much...

VIOLENCE IS GOLDEN: The blood-curdling *Manhunt* is Rockstar North's first game since *GTA: Vice City*.



PROJECT MANHUNT

Ha ha ha. Yes. I remember once judging a fruit preserve competition for the Women's Institute. What a clot - I dropped a jar. Damson marmalade all over my groin. My groin! What a mess. But not as messy as *Project Manhunt*. Oh no. Rockstar, the makers of *Vice City*, are pulling out all the stops to make *Manhunt* the goriest most unpleasant game ever. Super!

While I've some concerns about the game's plot ripping off *The Running Man* movie and the 'brilliant twist' already being ruined thanks to Rockstar blaggarts blowing their own trumpets I've just got to take the next game from the makers of *Vice City* very seriously indeed. No, really.

A definite hit, though that name's only 14 letters long. Shame. I can get 'Man' out of it. And 'Hunt'?



ROB ZOMBIE: Well what do you expect if you go and start hurling his furniture about? Just put it down and get out.

RESIDENT EVIL: OUTBREAK

I was with a young friend of mine the other day and he revealed to me the delights of the interweb. A simple click on the mike and I was cruising it in next to no-time! And the PlayStation 2 console is now online too. "But who wants to play *Midnight Club 2*?" I asked him. He just smiled that smile of his and proceeded to tell me about *Resident Evil: Outbreak*.

Four players play a co-operative game of *Resi*, working together to hold off zombies while your comrades solve

puzzles and secure escape routes. How absolutely fascinating!

I have my doubts as to how the game will hold together in reality though. After all would you hold the door open for someone else to sneak through and bag the machine gun? Well exactly.

And - at 20 letters long - it's looking like a prime reason to get your PS2 online next year. Smashing. Erm... 'Dents? 'Idiot'?



WALL ORDER: This time around the graphics have an even more cartoony look about them. Zowie.

SPIDER-MAN 2

I was reminded the other day of something my old headmaster once said to me. I remember he said "If I catch you doing that again you're in serious trouble." But I just can't stop myself looking at these unapproved *Spiderman 2* screenshots! I used to have a jumper like that you know.

The film and game may be due next summer but - being a sucker for a brightly coloured jekin and matching leggings - this certain-to-be-huge sequel really caught my eye.

They've got rid of that silly swinging through the sky stuff and given the whole game a more cartoon-like look than the slightly grundy game from last year. I think it's looking better than ever but - at just 8 letter long I'm afraid that 'Maid' is the best that I can do.

METAL GEAR SOLID 3: SNAKE EATER

Now this is more like it. 25 letters. Super! I remember once being a guest at a Rotary Club lunch and the speciality act had a bit of a mishap. Tried to perform her exotic snake charming routine with half a yard of pork and beef. Meanwhile the chef's Cumberland hotpot was laced with python! Hilarious. Still since that first taste of reptile flesh I never looked back.

Which drew me to the latest *Metal Gear* game. Snake eating. How marvellous!

JESSICA HANG: Being able to dangle with one hand and shoot with the other is one of the innovations in MGS3.

Marooned in the jungle miles off course Big Boss (the clone father of Solid Snake) has to off the jungle's wildlife in order to survive. Fortunately Camp coffee makes an ideal condiment. And I should know.

I've strong hopes for a summer 2004 release but I don't believe in serving up a dish until it's thoroughly cooked! Here's hoping Kojima doesn't over egg this pudding! Or we'll get indigestion. Or... botulism... er... or... um... Richard.

How about 'Motel'? Or 'Translator'? Now we're 'cooking'. Um...



MINI THE MUSHA: Ancient swordsmen meet cool French blokes with machine guns. We love this too much.

ONIMUSHA 3

Last summer, while finishing an etching of Notre Dame, seated by the bank of the River Seine I was suddenly stuck by the possibility of zombie attack. From space.

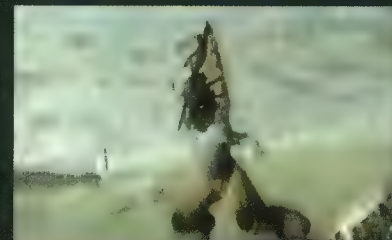
Things are so much easier for Jean Reno in *Onimusha 3*. He just rides in - in slow motion - on a motor bike and shoots everyone. We may be superior in every way but sometimes even the French can pull a trick or two. And their baguettes are delicious! Ha ha ha ha.

Not enough letters in its name (*again*) but the use of game-engine backgrounds (an *Onimusha* first) and the wealth of experience from the likes of *Devil May Cry* and *Chaos Legion* mean this is sure to... to... rock. Erm... Am I allowed 'Anus'?

NICO: ICO 2

When I was a child I was given a large box of lead soldiers. I gave them all names and painted dresses on them all. That's just an example of what a... a... creative child I was. And since then I've always had an eye for creativity. And soldiers.

Take *Ico 2* for example or *Nico* as it's known. The first game kept me up all night. The supermarket openings I missed because of this little minx! Ha!



STEPHEN NICO: The *Ico* sequel has only been glimpsed in fuzzy, minute long video form. We can't wait to see more.

The pace of play is bang on for the more thoughtful, sensitive but adventurous gamer. Like me. Great puzzles, great graphics. Great... great!

When I heard that the second game wasn't due until late 2004 I very nearly had one of my moments. In fact just thinking about it makes me need a herbal infusion. Er... four letters... erm... n... l... o... c... 'Coin!' (whispers) Yessssssss...

OLIVER REEDS: Just look at the detail on that. If they can fix the frame rate this one will be unstoppable.



KILLZONE

The last time I tried something Swedish I was putting together a wardrobe. Although there was that one time... No, they were Norwegian.

Sony lips have been tighter than Lord Archer's dungarees over this one. A few screenshots. A few whispered comments about their 'Halo-beating' first-person shooter. Well I've since been privy to a video of the game in action and while that frame-rate may leave a little to be desired the quality of the graphics - detailed character animations, uniforms, fog, lighting, weapon effects, er, uniforms - certainly shine through. And it can only get better before that 2004 launch.

And all this and online play too! If only they'd put a few more letters in there. 'Knoll'? 'Loir'? 'Oil'?... Bollocks.

NO BATTERIES REQUIRED

SMASH CARS

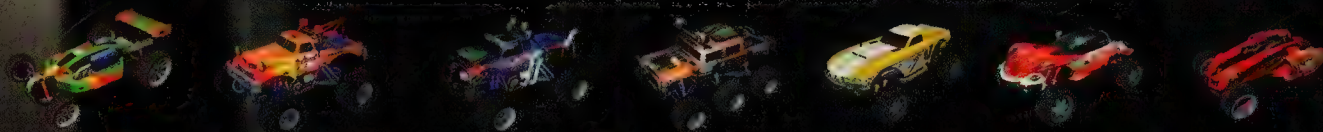
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PLAYSTATION 2 MAGAZINE

PSM2

REVIEWS

THE ESSENTIAL VERDICT ON EVERY NEW RELEASE

WANT TO KNOW IF YOU'LL BE ABLE TO MINCE THROUGH A GAME IN A WEEKEND? WE CAN HELP.

REVIEWERS

PLAYING PS2

LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.



DAN G

Do you want to know something? I think we play games a bit too much y'know. Let's face it, you can pretty much tell what a game's got in store for you within half an hour: "Space shoot-em-up. Iffy framerate. Awful music..." Might as well not bother playing it

for days and finishing it then. But we still do.

It wasn't any great 'deliberate policy' of ours. It just kind of happened. *Ridge Racer*, *TimeSplitters*, *Tekken Tag*, all back in issue one. We ended up absolutely caning those games and the reputation kind of stuck. Do you think Dan Dawkins enjoyed playing *Silent Hill 3* for 48 hours non-stop? How do you think Jonnie felt when he was told to get shots of the end of *Jak 2*? Well, they were both absolutely delighted if we're perfectly honest, but that's not the point.

Take this issue for example. No 'finish this game' rule, but between us we completed *Jak 2*, *Freedom Fighters*, *ZOE2*, *Italian Job*, *Judge Dredd*, *Fire Warrior*, *Amplitude* and *Soul Calibur 2* and played the rest until we'd seen everything they had to offer time and time again, or until we couldn't bear to play them any more.

Want to know if you're going to thrash it in a weekend? Only PSM2 has finished it, written the review and got the shots to prove it. Truth.



DANIEL DAWKINS

- SPECIALIST IN:** Animals on skateboards, nuts
- HAVING FUN WITH:** Top secret SSX3 code

Each month Dan begs us not to use the pic of him looking 12 years old, like butter wouldn't melt. He wants you to know that these days he's a heaving mass of stubble, eye-bag and bruise



JES BICKHAM

- SPECIALIST IN:** Seven letter words, wheat
- HAVING FUN WITH:** Judge Dredd, Rugby

Jes bit off more than he could chew in the shape of *Scrabble* this month. Only by smashing the disc with a hammer and melting it with a candle could he achieve anything resembling victory



JONATHAN BRYANT

- SPECIALIST IN:** Cybernetic organisms, bran
- HAVING FUN WITH:** Freedom Fighters, lotions

Want Jonnie to do something? Tell him its got robots in it: "Jak 2's got a robot suit in it", or "anyone want to preview *Metal Arms*?" or "go and put the kettle on Jonnie. Tea is... er... robot flavoured."



ADRIAN LAWTON

- SPECIALIST IN:** Driving games, greens
- HAVING FUN WITH:** Colin McRae Rally 04, haggis

In order to best appraise *Colin McRae Rally 04* Adrian turned Scottish for a month. My, how Colin laughed when Adrian arrived in a kilt plus glued-together Tam O'Shanter and ginger wig...



KATHERINE BRICE

- SPECIALIST IN:** Modified cars, breakfast
- HAVING FUN WITH:** Frogger Beyond

After brushing shoulders with Arnold Schwarzz... Schwert... Shwhart... Arnie at E3, Kath has begun taking our "clothes" and our "motorcycle", and promising at the end of the day that she'll "be back".



JAMES WHITE

- SPECIALIST IN:** The Matrix, the washing up
- HAVING FUN WITH:** Final Destination 2

James' first job in the movie industry was holding Barry Norman's eyes open during *Battleship Potemkin*. He's since progressed to supplying Jonathan Ross' 'cwisps' and nutty slack



JOEL SNAPE

- SPECIALIST IN:** Italian Jobs, berries
- HAVING FUN WITH:** ZOE2, bandages

Joel is in China. No really. Britain's only PS2-expert-cum-martial-artists in a genuine dojo showing the experts what he's made of. So that's giant buttons, Fosters and a pack of mini cheddars.

PSM2'S MANIFESTO

PSM2'S REVIEWS ARE: Analytical, delving, comic, critical, informative and, above all, bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

PSM2'S REVIEWS AREN'T: Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

MAIL US NOW!

E-MAIL: PSM2@FUTURENET.CO.UK

PSM2's team of reviewers play games more than any other mag. We don't shuffle through the first level, then present you with some vague mark out of five. But sometimes you won't see eye-to-eye with us. So get in touch...

PSM2, FUTURE PUBLISHING,
30 MONMOUTH STREET, BATH BA1 2BW



THE DEFINITIVE VERDICT

WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

BEST SCREENS:

We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

PASSIONATE OPINION:

PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

IMPACT POINT:

Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.

VERDICT BOX:

A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

GAMER'S CHOICE:

Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

INSIGHT:

Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

ALL THE INFO YOU NEED:

Crammed with every useful fact about the game, you'll find everything here – from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

PS2 REVIEWS

We review every last PS2 title from around the world – from Japan, America and Europe. Some of these titles that appear in an NTSC format will occasionally not make the transition to PAL and it'll only be available on import for use on Japanese or American machines. Each review is clearly marked with its country of origin and, where possible, we always re-review PAL versions of games we've covered on import.

If you're looking for a review of a game that's available to buy, and it's not been included in the mag, approach it with extreme caution. Usually this means that whoever distributed it would rather you coughed up the money first and found out that it was absolute arse later. Rely on PSM2 to help you spend wisely.

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality.

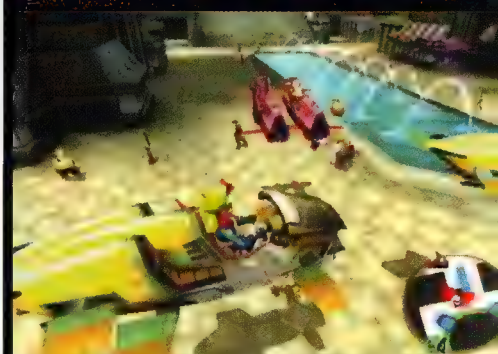
HARD-HITTING

THE PSM2 SCORING SYSTEM:

- 0-29** Shoddy stuff. A game in this category is so bad, well, it's just laughable really...
- 30-49** Possibly fun in the short term, but there're some serious faults in the game's design.
- 50-69** 50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.
- 70-84** An entertaining game that just misses out on being something big. Highly enjoyable, though.
- 85-89** What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...

90+ An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

DON'T MISS THESE: PS2 REVIEWS



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REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE



OUT UK NOW

COLIN MCRAE

"ADD EXHAUSTIVE SIMULATION, GRAPHICS AND MULTIPLE MODES AND

COLIN MCRAE RALLY 04

"FRKKIN' BRILLIANT"

Join us for a spin in the PS2's dirtiest, roughest, wildest racing game. Rallying doesn't get better than this...

REVIEWER: Adrian Lawton

INFO

- CODE TESTED PAL / UK
- DEVELOPER Codemasters
- PUBLISHER Codemasters
- GAME TYPE Racing
- PRICE £34.99
- EXTRAS 1-4 Players, Memory Card

PlayStation 2

04
colin mcrae rally

DETAILS

- 90-plus cars.
- 4WD, 2WD and Group B car championships.
- New minigames.
- Over 40 brilliantly realised rally stages

S crrreeee! Sparks fly. Mud splatters. We spin the back end out and poleaxe straight into the nearest tree. Well that's what you get when you've knackered your back tyres and are attempting to complete a rally stage on wheel rims alone.

Our Citroën Xsara limps pathetically back on to the track, and carries on for about five seconds, until we clip a small gravel patch and find ourselves chewing bark again.

That's the beauty of *Colin McRae 04*; it's all about the detail. Intricate new detail that's been spliced into an already cracking game engine. Codemasters are old hands at this lark now, but that doesn't mean they're getting complacent. After criticism levelled at last year's title for its lack of options and the fact you were forced to 'play as McRae', they've hit back with the most comprehensive and playable rally game ever.

"THE CARS FEEL LIKE A TON OF METAL, SLID AROUND AT RIDICULOUS SPEEDS"

Strong words indeed, and you've probably seen the score by now, so you'll know just how highly we rate it. If you're a regular reader, you'll also know that we don't hand out 90-plus scores willy-nilly; we're harsher than Beckham's sending off against the Argies in '98, but this is worth it.

GET YOUR MOTOR RUNNING

The most important advancements are in the cars themselves, and the way they interact with the environment. As Codemasters freely admit, in



DOOZIE QUATTRO: Driving the Audi Quattro's a dangerous business, just like these Group B cars were in real life.

previous titles, the handling pivoted around a central point of the car's chassis, meaning that though fun to drive, it never *quite* felt real. This time, the physics model's been overhauled, with movement possible from each of the axles – and

the difference is striking. These cars really *feel* like a ton of metal being slid around mud and grit at ridiculous speeds; and they behave just like an out of control car really does.

Of equal importance is the superb way that the cars now react to individual road surfaces. You've just got used to driving on the fine gravel surface of, say, Greece, when – bang! – you're on to a patch of heavy stone, and the car's behaviour instantly changes, your careful stick prods now sending you careering into a wild spin. ►

WHEELIE, WHEELIE GOOD

Super-powerful 4WD motors are the real stars of today's rallying, and *Colin 4* comes complete with all the main contenders to take for a spin, and smash up to your heart's content. Peugeot, Citroën, Mitsubishi, Ford – they're all in here; and they all handle like a dream. Here's a couple of our personal favourites getting down and dirty:



SUBARU YA GONNA CALL?: The Impreza's an old ride of Colin's and still an awesome machine.



CITROËN ON THE DOCK OF THE BAY: New season, new team, for Col, and the Xsara's a much better all rounder.

RALLY 04

YOU'VE EVERYTHING YOU NEED FROM A RACING GAME"



REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

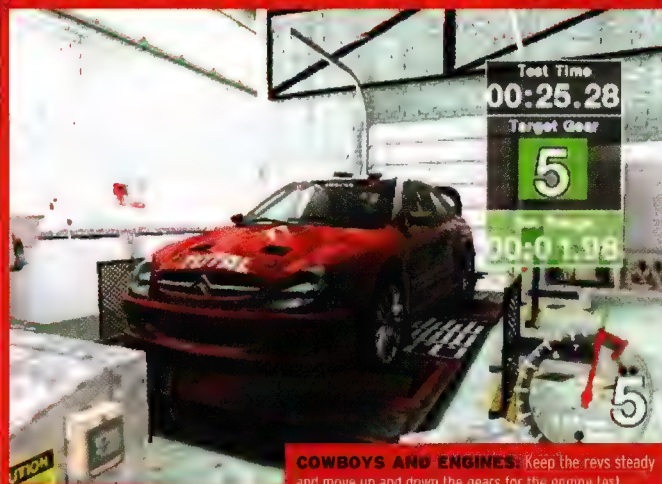


IMPACT POINT

Slipping into the game's sublime in-car view for the first time is a real 'saints alive' mouth opener moment. It feels quicker, more intense – and just wait till it starts raining!

TEST YOUR METAL

A brand new addition for this year, the parts testing minigames are an entertaining distraction from the racing. Upgrades are available for tyres, gearbox, engine and brakes, among others, and each has a test associated with it. We put the cars through their paces right here for you:



COWBOYS AND ENGINES: Keep the revs steady and move up and down the gears for the engine test

COLIN ALL CARS:

No more being forced to drive a Ford Focus – this time you can pick any car you damn well like. Thank the baby Jesus...

► Likewise, you're tanking along a straight on the snowy surface of Sweden, when suddenly you're on to ice and gliding straight into the bank as you hopelessly yank the stick. Kerrunch! It's thrilling stuff, requiring intense concentration at all times.

This means that car set-up and tyre choice become even more important to shaving seconds off your times and, typically, Colin caters for plenty of tinkering. Do you need gravel tyres, or tarmac? Low or high gear ratio? Judging the task ahead and setting up accordingly is the only way to truly master this game, particularly on the hardest setting. And by hard, we mean *really* bloody hard.

New for this year is the frighteningly challenging Expert mode, where you're locked to the in-car view, with full damage simulation and some truly world-class times to compete against. Don't be put off though, a gentle learning curve slowly guides you to this upper echelon, via both normal and advanced settings, so there's an acceptable challenge awaiting you at every level.

HEAD OUT ON THE HIGHWAY

From the front end, there's a comprehensive array of options. Apart from the 4WD super-charged monsters, you can also race a full championship

"BONUS VEHICLES CAN BE UNLOCKED, INCLUDING A 2CV AND A TRANSIT VAN"



RIISING DAMP: To earn the advanced dampers, gain maximum impact by pushing the car hard over those jumps. Wallop!



MALICIOUS PUMA: Two-wheel drives like the Ford Puma are fun, but lack the raw grunt of the 4WD motors. Makes a change though.

season over eight countries in two wheel drives like the MG ZR, Fiat Punto and Ford Puma. Then there's a championship for the insanely fast, difficult to control and outlawed-since-the-mid-'80s Group B cars, the most famous of which is the (frankly lethal) Audi Quattro. Each has a normal and advanced setting, plus the expert mode and new minigames are used to upgrade the cars. There's also the option to race individual rallies, stages and even a custom mode, where you can glue together all your favourite stages, to make the ultimate rally. Chuck in a decent multiplayer mode and you've enough to keep you (and your mates) busy for ages.

In addition to the contemporary cars (a bunch of bonus vehicles) can be unlocked, including the

COLIN MCRAE RALLY 04

"WE COULD GO ON AND ON"



ICE TO MEET YOU: The way the glare from the sun on the ice blinds you as you hammer it along the track adds yet more realism.



FORD OF THE MANOR: The Escort Mark II's one of the game's unlockable vehicles. Slow, but still a quality drive.



SCRATCH THAT: Scraping the side of vehicles produces showers of sparks - another example of the game's intricate detail.

"THE SCREENS LOOK GOOD, BUT WAIT TILL YOU SEE IT IN MOTION - IT'S A STUNNER"

classic Escort Mark II, a Citroën 2CV (no, really) and even a Transit van, complete with full Ford rally livery. They mightn't be the quickest vehicles in the game, but there's quality comedy value in attempting the world's toughest terrain in an upturned corrugated shed on wheels; or a delivery van, complete with cardboard box rolling around in the back.

Not forgetting the visuals - they're the most obvious improvement of all. The screens look good, sure, but wait till you see it in motion - it's an absolute stunner. The way the grass sways gently in the breeze; or the blinding glare as the sun reflects from icy roads; the rain and dust

effects on the windscreen in the in-car view; in fact, the sheer gloss of just about every aspect of the environment. We could go on and on.

It's like we said at the start, it's all about the detail. Rallying's a complex endurance test of man and machine working together in harmony - and you've got to get the intricacies right to pull off a convincing re-creation of its thrills. Add to this exhaustive simulation the graphics to make it believable and multiple modes and events to keep you playing and you've everything you need from a racing game.. Now all that's missing is online play. Maybe next time... **PSM2**

Out in a week - dust off your wallet.



SAND ANOTHER THING When you're driving the in-car view, you'll have to cope with dust, as well as rain, obscuring the view.



SCREECH FOR THE SKY: It's all about powersliding y'know. Driving on the absolute limit is the only way to be a champion.

THE REAL MCRAE

We sat down to drive the hot with the flying Scotsman himself at a recent rally event. So find out what Colin McRae thinks of Colin McRae!

How much involvement do you actually have with the Colin McRae games?

In the beginning, an awful lot. I tried to make the guys understand how the car works. That was my main part in the game, to get the handling as realistic as possible. So a lot of work in the beginning, playing the games with the programmers and making alterations. It was like a test in a real car, y'know, 'change this, change that: it should be accelerating a bit quicker here, different braking there'. Then, obviously, as the games have evolved, it's not quite so much because the developers have a very good understanding now of what a rally is. So I'm not as involved as I was in the beginning.

Are you as good at it as the real thing?

No, definitely not.

Do you have a favourite real-life WRC stage, and is it the same in the game?

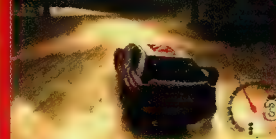
My favourite stage is in Sweden, in the snow, because it's so much the snow bank gives you a security barrier, you can bounce off it and get away with it, and it's the same in the game. If you're in Finland, you go into the forest and you'll do a lot of damage, so it is very similar.

What aspects of rallying do you think the game captures the best?

I think generally, every part of it. I think with the new game now, it's the detail on the stages and surface, plus they've obviously fine-tuned the cars and the handling again, and the pace notes. There's now a big variation in surfaces and grip and how the car works on them, you can cut through corners and really feel the effect of going through the ditch a lot more accurately. So I think it's the on-stage details.

Did the McRae series make you more aware of games in general, or did you play games when you were younger anyway?

No, not at all. Games weren't big when I was in my teens, so I didn't really get into it then, and I'm not addicted to it now, though I do enjoy it. I'm just setting up a new place at home, a big TV room with a big screen and chairs so I can get all the boys round, have a bit of a competition and a few beers.



What tips would you give to gamers wanting to improve their times?

Go faster! And be aware if it doesn't feel good, it's wrong, you get it wrong.

See the interview in full on this month's DVD.



SNOW PROBLEM: Icy Sweden's got the slipperiest of all the surfaces, but the handy snowbank will prevent too much damage.

INSIGHT

Colin McRae's the most successful driver in WRC history, notching up 25 victories since he first won the New Zealand rally for Subaru in 1993. The pinnacle of his career was his 1995 World Championship title, making him a British sporting hero. He teamed up with Citroën this year, hoping to help the team wrestle the championship from Peugeot.

COLIN'S CHOICE

1 COLIN MCRAE RALLY 04

If you like rallying, get it. Now. It doesn't get better than this.

2 COLIN MCRAE RALLY 03

Not as many options and not so finely tuned, but still a damn good racer.

3 WORLD RALLY CHAMPIONSHIP 2

Looks great, handles well - but fails to match McRae's handling polish.

PSM2 VERDICT

GAMEPLAY

- ♦ Acer than ace. A class of its own.
- It's still rallying, so if you don't like it...

GRAPHICS

- ♦ Incredibly detailed throughout. Among the best on PS2.
- Very occasional slowdown.

SOUND

- ♦ Roaring engines, crunching gravel - you could almost be there.
- Co-driver sometimes difficult to hear above the racket

LIFESPAN

- ♦ Months of challenge for even the most seasoned players.
- How much fun can you have racing against the clock?

OVERALL

A defining moment for rally games. Everything has really come together for 04. If you've any interest in racing at all, you should get this game.

ZIPPY

92

REVIEWS

THE ESSENTIAL PSM2 VERDICT ON EVERY NEW RELEASE

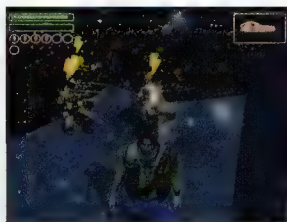


OUT UK NOW

FREEDOM FIGHTERS

Feel free to fight. You've got an army watching your back...

REVIEWER: Paul Fitzpatrick



CODE TESTED
PAL (UK)
DEVELOPER
Io Interactive
PUBLISHER
EA
GAME TYPE
Squad-Based
Action/Adventure
PRICE
£39.99
ESSENTIALS
1-4 Players, DualShock
2, Memory Card,
MultiTap



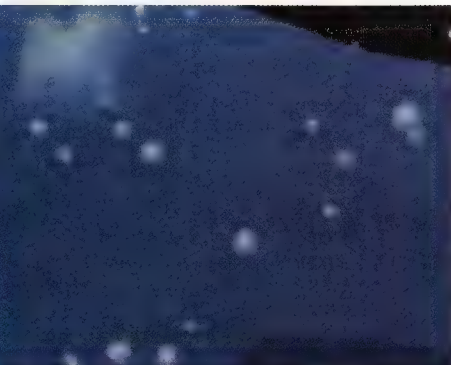
DETAILS
■ Single player 'campaign' comprising 16 missions.
■ 'Capture the flag' multiplayer mode for two to four players.
■ Missions are grouped into zones, representing areas of New York that you must liberate to take the city back. Each group of missions are interrelated, so we suggest you plan your campaign well, soldier.



IT'S RAINING, MEN: Hallelujah! Two minutes into the mission and that's one commie patrol that won't be returning to base.



A FRIEND IN DEED: It's good to have friends, especially if they're armed and loyal to the bitter end...



Whenver people criticise videogames for being too like real life, they usually cite graphics as the reason why 'little Timmy' will have problems differentiating between a 350 tonne zombie mech spewing acid from its 18 rotating heads and, say, a Toyota Yaris. Idiots. Rule of thumb: if it's on TV, it's not real life. And that includes the news. No, the real 'threat' to reality comes from games like *Freedom Fighters*. Games that stir your emotions, and make you care about the characters you spend time with while you play. Games that insinuate themselves into your brain long after you flick the switch and power down. And dammit, we love 'em like that.

WW2 Nazis are so passé as videogame cannon fodder these days so Io Interactive (who last brought us the top-ranking *Hitman 2*) have created a whole new style for *Freedom Fighters* in that they've created an alternate future in which the USSR took the upper hand in the Cold War from day one. ('Day one' being April 13th, 1945, when they dropped the atom bomb on Berlin, ending the Second World War.) Come the Summer of 2003, the Soviet invasion of the US has kicked off with New York City as the first target. And we thought it got ugly when The Muppets took Manhattan.

IMPACT POINT

Split-screen, squad based action seems like a good idea, but the results are a little confusing. Even with the split, it can still be tricky working out whose troops are whose. As for the four-player? It's easier to fight alone and leave potential conscripts to fight among themselves...



Has Stone got stones? That's up to you...

You see, to have cleverly tied your leadership potential to your actions in the combat zone. Completing the first mission objective (the



CHOPPER 'N' CHANGE: Just your typical day until the USSR invades Manhattan. But you ain't going out like a punk. Oh no.

You play Chris Stone, a plumber (!) who, after a fight with a Commie grunt, finds himself in a base located in the Big Apple's sewer system with the bespectacled survivalist Mr Jones. This is where the fight for NYC really begins, but before Chris gets to lead an army, you've got to prove his worth.

fighters can be found scattered throughout the city in underground car parks, abandoned tenements and huddling around alleyway oil drum fires. It makes for an atmospheric game dynamic. As the seasons change, New York deteriorates and Chris matures from have-a-go hero to fully fledged resistance leader, and you gather compatriots until you find yourself with an impressive and utterly loyal, 12-person squad.

Graphically, *Freedom Fighters* is incredibly sharp and atmospheric with Io's engine easily coping with complex street battles, pitching 30-plus soldiers at one another while bathing the lot with incredible lighting and weather effects. That said, *FF*'s greatest achievement is a simple squad control system given life by utterly dependable AI. You're only given three commands for your troops

"CHRIS MATURES FROM HAVE-A-GO HERO TO FULLY FLEDGED RESISTANCE LEADER"

destruction of a fuel depot) gives you charisma points. Heal a survivor (or even an injured Soviet soldier) and you get charisma points. Do anything inspirational and, well, you get the idea.

Each time you fill your 'charisma bar' you earn the ability to recruit one of your fellow New Yorkers to the cause. The cause, naturally, being handing the Commies their asses on a plate. Battle-ready but directionless, potential freedom

SICK 'EM GUYS: Sometimes it's good to lead from the rear. You are their leader, after all. "Right behind you, fellas."



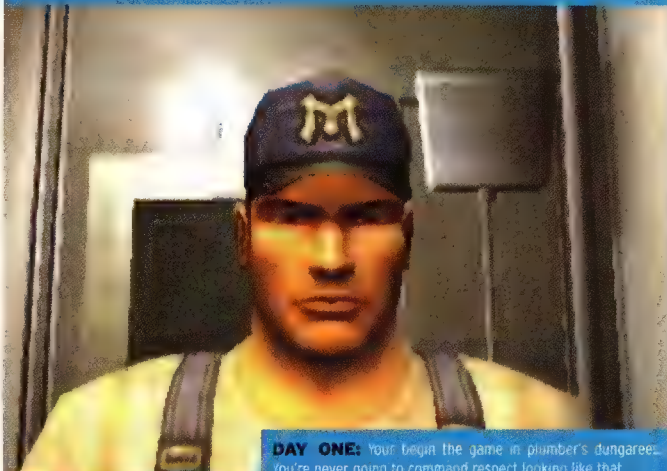
POST WITH THE MOST: You could just charge the enemy, but search around and you'll find this beauty...

FREEDOM FIGHTERS

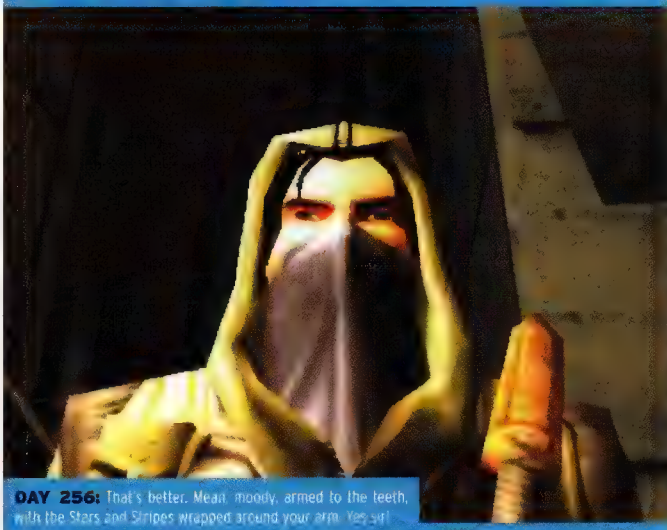
"COMMIE GRUNT"

BATTLE ROYALS

Think leaders are made overnight? Think again soldier. One of *Freedom Fighter's* greatest strengths is the way the fight for New York visibly takes place over time. Seasons change, the city gets more and more battered, while you mature into the role of resistance leader...



DAY ONE: You begin the game in plumber's dungarees... you're never going to command respect looking like that...



DAY 256: That's better. Mean, moody, armed to the teeth, with the Stars and Stripes wrapped around your arm. Yay-ay!

Mission design is exemplary, making great use of city environments riddled with alternative routes to victory. And the game's plot contains enough surprises to keep you gripped. In fact, the only criticisms of *Freedom Fighters* are a fiddly first-person view, and a messy Capture the Flag mode that fails to extend the life of the game.

Not that these factors should stop you from laying siege on your local store until they surrender a copy of the game. *Freedom Fighters* really is that intelligent, addictive and, well, just fun. Up the revolution? You bet. **PSM2**

Freedom Fighters is out now

INSIGHT

Does *Freedom Fighters* remind you of something? Maybe it's those weather effects, or the tightness of the gameplay? *FF* is developed by Io Interactive, the studio behind the equally satisfying *Hitman 2: Silent Assassin* and, like that game, uses Io's Glacier graphics engine.

CASTRO'S CHOICE

- FREEDOM FIGHTERS**
Simply the best squad-based game on PS2.
- CONFLICT DESERT STORM 2**
Everything *CDS* was and more, and only just dodges 90.
- HITMAN 2: SILENT ASSASSIN**
Io's 'other' series will easily keep you gripped while *Freedom Fighters*. Des Moines is being developed.

PSM2 VERDICT

GAMEPLAY

- ✦ Squad based gameplay that's as intuitive as fighting alone.
- ✦ Multiplayer mode is a disappointment

GRAPHICS

- ✦ Utterly gorgeous, conveying an amazing level of atmosphere.
- ✦ Split-screen squad-based action is just plain old messy.

SOUND

- ✦ Orchestral score is rousing
- ✦ Fellow freedom fighters could be a little more chatty.

LIFESPAN

- ✦ There are many ways to approach each mission.
- ✦ The first run through won't feel nearly long enough

OVERALL

Games this complete are rare indeed, and *Freedom Fighters* is an utterly compelling experience — up the revolution!

LIBERATING

92

BECAUSE YOU
DEMANDED IT!

COLIN MCRAE RALLY 04

McCraezy for you! Read the review, play the game!

TRUE CRIME: STREETS OF LA

Get your hands on it three months before it's released!

SOUL CALIBUR II

We gave it 10/10. Find out why!

FREEDOM FIGHTERS ZONE OF THE ENDERS: THE 2ND RUNNER

AMPLITUDE

WARHAMMER 40,000: FIRE WARRIOR

SPHINX AND THE SHADOW OF SET

FORMULA ONE 2003

FINDING NEMO

CHAOS LEGION

RUGBY 2004

SUMMER HEAT

BEACH VOLLEYBALL

PERFECT ACE

PLAY
ALL THESE
GAMES!

No, they're
not joking!



14 PLAYABLE DEMOS

YOU DON'T JUST WANT TO WATCH. GET OPS2 AND START PLAYING!



PLUS! ALL THESE IN THE MAG!

REVIEWED Colin McRae Rally 04, Judge Dredd: Dredd Vs Death, Amplitude, Conflict: Desert Storm II, Fire Warrior, ZOE2, The Italian Job and loads more

PREVIEWED MOH: Rising Sun, FIFA 2004, PES3, Jak II: Renegade, Mafia, SmackDown! 5, Finding Nemo, LOTR: The Two Towers and pots more

AND HOW ABOUT THIS! We've seen Manhunt, we've played Killzone, we have the only new Metal Gear Solid 3 shots anywhere in the world!

OPS2 is NOT just another games magazine!

PlayStation²
OFFICIAL MAGAZINE-UK

ISSUE 38 ON SALE 5 SEPTEMBER

ZONE OF THE ENDERS: THE 2ND RUNNER

"DISCO"



INFO

- CODE TESTED PAL (UK)
- DEVELOPER KCEJ
- PUBLISHER Konami
- GAME TYPE Mech
- PRICE £39.99
- ESSENTIALS 1-2 Players, DualShock 2, Memory Card

PlayStation 2

DETAILS

- Ten playable characters.
- 'Extra' mission mode lets you play three events independently.



NICE ONE, GEYSER: This weapon holds enemies in place for a spanking - useful against Raptor 'bots.



LASER SHARP: The multiple-direction whistles of the homing lasers never fail to impress - especially against multiple opponents.

ZONE OF THE ENDERS: THE 2ND RUNNER

The first *Zone of the Enders* made us blub like babies - this one's all about shouting a lot.

REVIEWER: Joel Snape

Funnily enough, *ZOE 2* almost worked better in Japanese. It was great - we had our own theories about who Scary Pale Man was, what Dingo was babbling about, and what little Leo Steinbuck was shouting when we shot him. In the English version, it all turns out to be much less exciting. Of course, the puzzley bits - where you had to identify a crate based on tenuous clues, or negotiate a minefield via

vocal directions - were an absolute nightmare of guesswork, but that's the price you pay.

Simply put, *ZOE 2*'s a robot game for Ritalin kids. Where other mech titles focus on the logistics of maintaining and upgrading your 'bot, *ZOE* just leaves you to get on with it, occasionally giving you a new gadget to test out. A few bland textures aside, it's one of the most visually dazzling games on PS2. Gorgeous cel-shaded smoke plumes up around destroyed buildings, bosses unleash disco-style laser shows, and

INSIGHT

ZOE writer Shuyo Murata's first writing credit was on date-em-up *Tokimeki Memorial 3* - that'll be why the 'bots are all so flirty, then.

More bewildering, though, is what's gone on during the localisation process. The translation's quirky at best, and the retouched levels are barely noticeable. There's a swinish new difficulty level - European Extreme - but that's for masochists. Oh, and you can play several of the more frantic sections independently for high-scores.

Fast, dramatic and full of exciting bits, *ZOE 2*'s about as close to 'be'-ing in an anime you'll ever get without getting some little blue friends and calling yourself Tetsuo, but it's still curiously uninvolved. Maybe it's the robots. Maybe it's the plot. But at least we can get through that frickin' minefield now. **PSM2**

ZOE 2 hits shelves in September

"ABOUT AS CLOSE TO 'BE'-ING IN AN ANIME YOU'LL EVER GET, BUT STILL UNINVOLVING"



DRAG VET: A couple of levels involve 'escorting' damaged 'bots around.

robots swarm around in *clouds*. The Jehuty-bot's got some equally keen tricks, including racks of homing missiles, the marvellously light-sourced Geyser, the screen-engulfing Vector Cannon, and the brilliant teleport manoeuvre. The main benefit of this is that while you're twirling like a top to fling enemies at generators, you're distracted from the fact that it isn't actually all that tactical. Once you've got the Gauntlet weapon, disposing of most foes is about persistence rather than skill. The bosses are a challenge, but there's a certain amount of déjà vu fatigue involved - you fight Viola four times and Anubis three, with only minor tactical adjustments needed.

RO-JAW'S CHOICE

- 1 ZOE 2**
A visual treat, but Hummingbird quick. A robot game for people who don't like robot games.
- ARMORED CORE 3**
The best in the series yet, but still no match for *ZOE*'s thrills.
- ROBOTECH BATTLECRY**
Like *ZOE* crossed with *Transformers* - only a lot less fun and much less spectacular.

PSM2 VERDICT

GAMEPLAY

- + Plenty of opportunities for creative destruction.
- Simplistic - and it could do with a bit more enemy variety.

GRAPHICS

- + Better than most firework displays.
- The camera's deadlier than robotic homing bees.

SOUND

- + Decent voice acting, great vwap-pow sound effects.
- Somehow, the combat shouting sounded cooler in Japanese.

LIFESPAN

- + It's worth playing through with a tool-ed-up 'bot.
- But the first run through's hardly a challenge.

OVERALL

All the looks and depth of a photo of Heidi Klum, and takes barely six hours to decimate. It's what game rentals were invented for.

IN THE ZONE

79

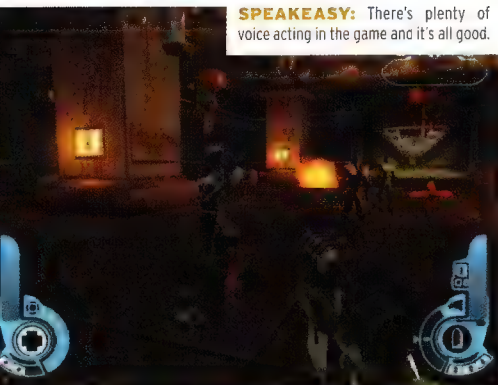
REVIEWS

THE ESSENTIAL PSM2 VERDICT ON EVERY NEW RELEASE

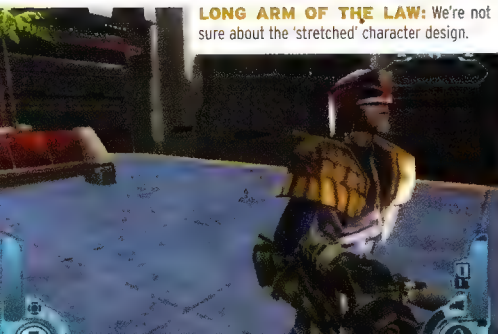


OUT UK NOW

JUDGE DREDD: DREDD VS DEATH



SPEAKEASY: There's plenty of voice acting in the game and it's all good.



LONG ARM OF THE LAW: We're not sure about the 'stretched' character design.

If you want to be the best, Dreddication's what you need! (Dies).

Arguably, developers Rebellion were never going to be able to do full justice to Mega City One. It isn't a bleak dystopia, but a reflection of our society extrapolated a hundred years hence; messy, colourful, full of life with its own crazes and cults. There's simply too much material to translate successfully to a videogame. However, it doesn't matter that Dredd is barely a two-dimensional character – this satirical, state-sanctioned fascist is perfect for phosphor-dot fun.

But while many of Mega City's defining attributes are noticeable by their absence – the Normals, the Ugliers, so much more – enough is nevertheless present to make this recognisable to anyone who grew up with 2000AD, which is a triumph in itself. Though how come the place is so empty? Pleasingly, Fatties roll

around on belly wheels, perp rap sheets include such jargon as 'Stookie Glandling', and Mega City One is as crass and as colourful as it should be. And of course, You Are The Law.

Dredd Vs Death's gimmick is your job. People break the law and you arrest them. A Lawmeter measures your performance, and manipulating the lawmeter to bring success is one of the charms of the first few levels.

For instance, blowing a perp away with an incendiary round will see a sharp drop in your meter – but doing so might make his compatriots drop their guns and surrender, leaving you with plenty of healthy arrests to make. Too much needless violence will set other judges on your tail, but then, arresting people for minor infractions, such as loitering, won't get you any brownie points. The whole system is a neat touch and well implemented, but sadly, it's largely forgotten about in the latter

REVIEWER: Jes Bickham

INSIGHT

Judge Death first terrorises Mega City One in 2102; Psi Judge Anderson trapped him in her mind before being encased in 'Boling', the miracle plastic. Fear, Fire and Mortis first appear in 2103 when they free their rictus-grinning leader...

INFO
CODE TESTED
PAL (UK)
DEVELOPER
Rebellion
PUBLISHER
Vivendi Universal
GAME TYPE
First-Person Shooter
PRICE
£39.99
ESSENTIALS
1-4 players, MultiTap, Memory Card, DualShock 2

PlayStation 2



DETAILS

- 11 single player levels set in everyone's favourite Mega City.
- 12 Arcade levels.
- Co-operative mode
- Over 60 multiplayer characters and ten multiplayer modes.

JUDGE DREDD: DREDD VS DEATH

"STATE-SANCTIONED FASCIST"

IMPACT POINT

During the first level, after some initial entertaining arresting of regular perps, vampires will start attacking. Your first taste of the ubiquity of the Lawgiver gun is exhilarating – shoot their heads clean off or burn them to (un)death with incendiary rounds? The choice is yours...



DREDD AND BURIED: The final level will please fans of the original Judge Death Strip.



GUN IN THE OVEN: Of the shooting devices to hand, the shotgun is a very pleasing weapon indeed. See it go boom now.



BURN BASED BATTLES: Judge Fire is in the Smokatorium, the only legal place to smoke in Mega City. Ironic.

levels when the plot kicks in and you're off to stop the Dark Judge's dastardly deeds.

In the main, this means blowing the hell out of Death Cultists, gang members (taking care to arrest a few, natch), vampires and zombies. *Far too many* vampires and zombies. But the blasting is done with such finesse that it's easy to forgive the repetition. Rebellion's groundwork on the PC's *Alien Vs Predator* has paid dividends here – vampires come at you quickly and ferociously, just like Giger's finest, and in the cramped corridors of Resyk the action is brutal and decisive,

Disappointingly, the single player game is short, if rarely less than enjoyable – we ploughed through its 11 levels in less than a day. But it's buttressed by some extremely fine extras. The two-player co-operative mode is simply excellent (and, happily, runs at pretty much the same speed as the single-player game), there's a *TimeSplitters 2* Challenge-style Arcade mode (complete with a fantastic ripped-off zombie-beheading shotgun action), and the four-player multi mode is awash with plenty of options and provides a slick blasting experience.

"REBELLION'S GROUNDWORK ON ALIEN VS PREDATOR HAS PAID DIVIDENDS HERE"

necessitating guerilla-style hit-and-run tactics. Mega City One may be cartoonish and garish, but the action is visceral and violent (and not a little tactical), which is just as it should be. It's also pleasingly smooth and quick animation-wise, with only the final level aberrantly dropping in one instance to a near-unplayable framerate. And mention must go to the fantastic Lawgiver pistol: the Ricochet bullets may be obviously unpredictable, but the remaining five ammo types all offer you a distinct tactical choice.

Ultimately, *Dredd Vs Death* offers both a successful rendering of a familiar comic landscape and an often cracking gaming experience. It falls down thanks to repetition and lapses into generic shooterdom, and while the plot is sometimes intricate – pay attention to Dr Icarus – it parrots some 2000AD tales too closely. However, at its most atmospheric – the moody Undercity, or the tense Resyk – it comes close to greatness. And for that it deserves to be played. **PSM2**

Dredd is out now. Get to it



ALL GREEK TO ME: Dr Icarus provides a pet-resurrection service. You'll need to infiltrate his labs...



BRRAAAIIHNS: There are plenty of zombies in the game, even zombie fatties, which are always entertaining.

MEGA CITY GUN

Like a certain Xbox shooter, you can only carry two guns with you in *Dredd Vs Death*, necessitating constant strategic decisions, which will keep you on your toes, despite the brevity of gameplay. However, you've always got the brilliant Lawgiver pistol to hand, which comes complete with six types of perp-eliminating ammo...

BILLY FIRE:



EX-UAL HEALING:



RICK O' SHAY:



HEAT PETITE:

WALTER'S CHOICE

1. TIMESPLITTERS 2
The ever-lovin' daddy of FPS's on the PS2. A sickeningly rich cornucopia of fun. Why have you not got this already?

2. HALF-LIFE
An admirable conversion of the PC original. Looking its age but still startlingly brilliant.

3. DREDD VS. DEATH
A great depiction of our favourite fascist... but way too short.

PSM2 VERDICT

GAMEPLAY

- ✦ Excellent blasting-plus-lawman simulation.
- ✦ Too many zombies, not enough perps.

GRAPHICS

- ✦ The vibrancy of Mega City One – on your PS2.
- ✦ Strangely elongated character design.

SOUND

- ✦ Moody themes and decent voice-acting.
- ✦ Too many repeated one-liners.

LIFESPAN

- ✦ Plenty of options.
- ✦ Short (but sweet) single-player game.

OVERALL

2000AD's flagship future cop is fleshed out in style. Occasionally shaky, this is still top gun action with added zombies.

ZARJAZ

83

REVIEWS

THE ESSENTIAL PSM2 VERDICT ON EVERY NEW RELEASE



INFO

- CODE TESTED**
PAL (UK)
- DEVELOPER**
Toys for Bob
- PUBLISHER**
Activision
- GAME TYPE**
Skateboarding
- PRICE**
£39.99
- ESSENTIALS**
1-2 Players, DualShock 2, Memory Card

PlayStation 2

DETAILS

- 13 licensed tracks.
- Six Disney skaters including Woody, Buzz Lightyear and Tarzan.
- Ten real-life kid skaters.
- Ten levels, including locations from Toy Story, Tarzan and The Lion King.



BONE IDOL: The balance meter works in exactly the same fashion as *THPS4*, but is way more forgiving to allow for sausage-fingered kids.



RIDERS OF THE LOST BARK: Lion King faves Timon and Pumba make an appearance on their slightly implausible skateboard.



ALL ZURG AND NO PLAY: You can unlock secret characters like Jessie and Zurg but, sadly, no Disney classics like Mickey or Goofy.

The Skater Editor is as flexible as you'd expect, letting you create realistic ickle grommets to sit with characters like Woody and Buzz Lightyear. And the two-player mode contains old faves Horse, Score Challenge and King of the Hill.

Older gamers can revel in the generous physics, crafting fantasy combos in the tightly designed levels, while nippers can perform basic objectives, laugh at recognisable characters and marvel at the scenery. Sure, you could argue that Activision have just stapled an old game under a new exterior, but that'd be missing the point. It's a great game with exemplary production values, that'll last longer than your average kid's shoes. OK, so there's no Goofy or Mickey, but at least Activision aren't taking it. **PSM2**

You can be lord of the concrete jungle now

DISNEY'S EXTREME SKATE ADVENTURE

Tarzan seeks the extreme Buzz in a game that won't leave you swinging. **REVIEWER:** Daniel Dawkins

When marketing folk talk about "A great game that reflects the true spirit of the film", then deliver a skateboarding title based on *The Lion King*, it's easy to be cynical. For years, publishers have been trotting out kids games with the complexity of a low fat crisp, relying on the strength of licences.

introducing a beginners' control scheme. Tap any button to perform a trick, while using the generous balance meter. In no time you'll be jumping stools in *Pizza Planet*. Conversely, *THPS4* veterans can use the Pro controls, introducing reverts and double-tap manual rolls.

The structure's lifted directly from *THPS4*. Toodle about picking off objectives, unlocking levels and earning items like day-glo afros, mickey mouse ears and, yes, argyle socks.

INSIGHT

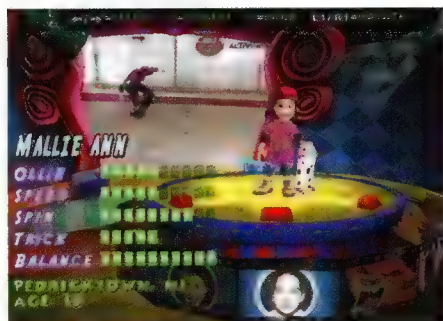
Activision held real-life auditions for the ten members of the pint sized Extreme Crew that feature in the game. As luck would have it, each skater represents a different body shape, height, sex or colour. America, eh?

"IT THRILLS NIPPERS WITHOUT LAPSPING INTO A PLEBSTORM OF PRIMARY COLOURS"

Thing is, Activision's latest bucks the trend, by treating kids like young adults, not big children.

Like *Toy Story*, it thrills button-eyed nippers without lapsing into a patronising plebstorm of primary colours, while entertaining adults without verging into a subtitled Bulgarian cartoon about a small boy's love for his magical shoes. Why? It's just *THPS4* – literally, the game uses the same engine – with Disney licensing and some cunning gameplay revisions for folk who'd rather be gurgling on a sugar-free Ribena.

The *Tony Hawk* system is complex, hierarchical and reflex-intensive, so to stop younger gamers choking on their rusks, Activision have tubigripped the sharp edges by



SKIDS IN THE HALL: Mallie Ann is one of ten real kids chosen to be part of Activision's Extreme Crew – dig those mountain boots.

GROMMET'S CHOICE

1 THPS4
If skating games were cars, this is the coupé model to Disney Skate's family estate. Superior, but more demanding.

DISNEY'S EXTREME SKATE ADVENTURE
Meticulously licensed, but soured by cynical product placement.

WHIRL TOUR
Scooter game with dire controls. If games were cars, this would still be a scooter.

PSM2 VERDICT

GAMEPLAY

♦ Instant, yet tight and progressive.
- Over familiar, lacks freedom of *THPS4*.

GRAPHICS

♦ Colourful, sweeping environments.
- Solid, not spectacular.

SOUND

♦ Basement jaxx and twee anthem pop.
- Annoying catchphrases, some dire tunes

LIFESPAN

♦ Challenges galore, with expanding gameplay
- Too easy for *THPS4* masters

OVERALL

The fruit trifle of kids' games – sweet and fluffy on the surface, but multi-layered all the way through for gamers of all tastes.

BUZZIN'

78

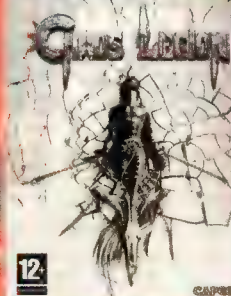
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PlayStation 2

Warrior. Leader. Hero.

Intense real time combat. An all new hero. A relentless array of vicious foes.
Call upon the power of seven legions in the bloodiest battles this side of hell.
Welcome to Chaos Legion.

PlayStation 2



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REVIEWS

THE ESSENTIAL PSM2 VERDICT ON EVERY NEW RELEASE



OUT UK 26TH SEPTEMBER

INFO

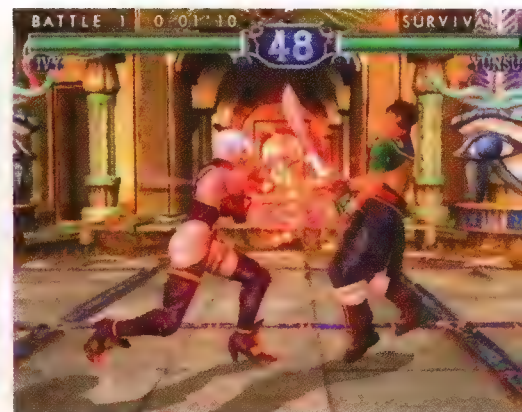
CODE TESTED
PAL (UK)
DEVELOPER
Namco
PUBLISHER
Namco
GAME TYPE
Beat-em-up
PRICE
£39.99
ESSENTIALS
1-2 Players,
DualShock 2,
Memory Card

PlayStation 2



DETAILS

• Arcade, Versus, Time Attack, Survival, Team Battle, Practice and Weapon Master modes.
• More than 100 missions.
• More than 200 unlockable weapons.
• Features new characters Necrid and Heihachi Mishima from Tekken.



SWORD GAMES: Ivy may have Christina Aguilera's dress sense, but she's pretty handy with a sword, so we'll forgive her.



TROUBLE WITH THE STAFF: It's not the size of your stick that counts, but what you do with it, as Kilik shows here.

SOUL CALIBUR 2

Sam and Dave were soul men. Would they like this game? Who knows? Who cares?

REVIEWER: Russell James

"A hero desires a sword and a sword desires truth." So says *Soul Calibur 2*'s announcer, as he introduces another epic battle. We're not quite sure what that means exactly – we've never been much good with proverbs. The important thing, though, is that this quote demonstrates the character of Namco's *Tekken*-beating fighter perfectly. It tries to be timeless, manages only to be cheesy, but is entertaining nonetheless.

If you read our Heihachi-sized import review in issue 36, you'll know exactly what *SC2*'s all about. We now have the full PAL version of the game hence this single-page revisit – once more



TALIM OFF: Knocking your opponent off the side of the arena is often the quickest route to victory – a bit like Sumo.

characters, backgrounds and weapons. The basic aim remains to visit each adversary in turn and

"STAYING TRUE TO ITS ROOTS, THIS IS, AT ITS HEART, AN ARCADE BEAT-EM-UP"

implore you to go and get it basically. The days of poor conversions of Japanese games are over. You can buy with confidence.

Staying true to its roots, this is, at its heart, an arcade beat-em-up although Namco have jazzed things up a little with their Weapon Master Mode, in which you can earn rewards such as extra

beat their brains in. Success in this regard is achieved with a simple, but effective, control system. As per usual, simple punches and kicks are covered by single button presses, while more complicated combos require a series thereof.

What *SC2* has over many rivals, however, is that you are able to pull off some highly

INSIGHT

■ Namco's first soul hit was the arcade *Soul Edge* back in 1996. This achieved a cult following because of its weapon-based fighting system. A home conversion, called *Soul Blade*, was released on the PSone in 1997.

HEIHACHI'S CHOICE

1 SOUL CALIBUR 2
A new Brad Pitt in the Fight Club that is the PS2.

TEKKEN 4
An old warrior, this, but still worthy of plenty of praise. Pick it up now for a bargain price if you haven't already.

MORTAL KOMBAT: DEADLY ALLIANCE
Love it or hate it, it doesn't get any gorier than this – for bloodthirsty individuals only.

PSM2 VERDICT

GAMEPLAY

✦ A great laugh from start to finish.
✦ Nothing drastically different from any other fighter

GRAPHICS

✦ Superbly detailed character models.
✦ More interactive backgrounds would be nice.

SOUND

✦ We never tire of the announcer's corny intros.
✦ Music's a bit generic.

LIFESPAN

✦ Over a hundred missions to work your way through.
✦ It gets a bit samey after a while.

OVERALL

Hairy men, large breasted women and ultra-violence – what could be better? If you don't enjoy this, there's something wrong with you.

SOUL FOOD

93

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PlayStation 2

Warlord. Ruler. Traitor.

Intense real time combat. A dark new enemy. A relentless array of vicious foes.
Call upon the power of seven legions in the bloodiest battles this side of hell.
Welcome to Chaos Legion.



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REVIEWS

THE ESSENTIAL PSM2 VERDICT ON EVERY NEW RELEASE



OUT UK 26TH SEPTEMBER

AMPLITUDE

EEK – Gloria Estefan was right. The rhythm is gonna get you...

REVIEWER: Joel Snape

Zen? Insane? Maybe a bit of both. *Amplitude* is the kind of game that gives you twitchy hands and a thousand-yard stare. It's a one-more-go game. It's PS2 caffeine, coded on to a disc by musical sadists and fired into your brain via the TV. It's absolutely brilliant.

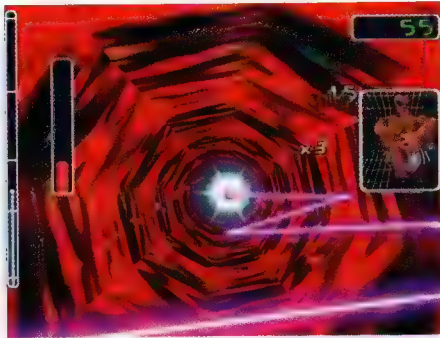
Ahem. *Amplitude*'s the sequel to *Frequency*, which was fairly similar but overshadowed by *Rez*. You're in charge of the guns on a musical spaceship, hitting beats in sequence to complete sections and top up your energy.

So far, so Bemani, except that you can also choose which 'tracks' – guitar, bass or vocals, say

– to activate by flicking left and right on the D-pad. It's a tactical decision – the drum section tends to be beat-heavy but regimented, while the synths are usually more sparse but harder to time. Once you've completed a section, it disappears, the idea being to jump immediately to another one for combo scores. Cranking the tension up another notch, some sections have power-ups, but they're only activated if you complete the entire bar. Imagine the extra twitchiness involved when you're one beat away from a life-boosting Auto Blaster or the respite of a Freestyler. And if you can't picture that, imagine playing Operation, except that you're in a disco and the patient's nose is actually a bomb.



DRUM AND DUMBER: Use the shoulder buttons to tap out the patterns before you, gradually building the individual layers of music.



LASER IS MORE: Hit the Freestyle icon, and you rise above the track, scratching out rhythms using the analogue stick to score points.

INSIGHT

Want to know what 'amplitude' is? In a nutshell, the amplitude of a sound wave is the maximum amount by which the instantaneous sound pressure differs from the ambient pressure. Like, well, *dur...* doesn't everyone know that?

Compared to *Rez*, where the input/feedback equation seems arbitrary, the aural cues here make you sensitive to everything you're doing. As a result, you're massively aware of when you're messing up, and you're fully conscious that it's because of your own clumsy mits. Conversely, there are times when you're barely conscious of what's happening as your fingers strum the keys, hitting beats too fast for the spectators to comprehend. PSM2 calls this "hitting the zone", or sometimes "piss off, you're distracting me."

Amplitude reminds you why games are so brilliant. It impresses those who don't like games, sucks in spectators and keeps its hardcore appeal. It's more creative than most Bemani games, and it lets you design your own tracks – up to a point. It's even got a two-player mode that works in the best tradition of pick-on-the-other-player puzzle games – playing it straight's no match for crippling your opponent – and you can play online too. The 40 quid price tag's steep, but you have to play it at least once. Just don't operate any heavy machinery afterwards. **PSM2**

Amplitude's out in a matter of weeks...

DR GRANT'S CHOICE

- 1 AMPLITUDE**
Hypnotic, responsive and literally eye-wateringly addictive. Don't be put off by the garish exterior – it's what's inside that counts.
- 2 FREQUENCY**
Equally compulsive, but less polished – definitely worth picking up on a sub £20 punt, though.
- 3 REZ**
Brave, beautiful and pretentious, but not much fun. Sorry.

PSM2 VERDICT

GAMEPLAY

- ✦ Equally perfect for chilling out or frazzling your synapses.
- ✦ You might argue that it's repetitive. And you can't play it drunk.

GRAPHICS

- ✦ The little man in the corner rocks.
- ✦ Sometimes the beats get a bit lost among all the flashing lights.

SOUND

- ✦ Brilliantly eclectic songs perfectly tied to the 'feel' of playing.
- ✦ Freestyling doesn't work too well on the rock tracks

LIFESPAN

- ✦ Acres of potential for nimble-fingered mastery. And it's online...
- ✦ You're unlikely to like every song.

OVERALL

The closest anyone's got to nailing the mainstream music game concept. If it was just 20 quid, we'd tell everyone to get it in.

ROCKING

INFO

- CODE TESTED PAL (UK)
- DEVELOPER Harmonix
- PUBLISHER Sony
- GAME TYPE Bemani
- PRICE £39.99
- ESSENTIALS Network Adaptor, MultiTap, DualShock 2, 1-4 players

PlayStation 2

AMPLITUDE

12

DETAILS

- 25 tracks including David Bowie, Run DMC and Herbie Hancock.
- Remix, Freestyle, Duel and multiplayer modes.
- It'll soon be online, with live four-player games.

OUT UK NOW

FROGGER BEYOND

Frogger flops back on to the PS2, but it's more 'get back to school' than old skool.

Frogs are supposed to be good at at least two things – jumping and swimming. So when our slimey hero takes a tumble into little more than a shallow puddle and dies instantly, it's difficult to take it well.

Everything kills little Frogger – touching a patrolling insect, hopping on to a moving rock. He's got a long tongue that can be used for scooping up extra lives, but he hasn't been armed with sub-machine guns. No, *Frogger Beyond* has a far more retro feel. While there's much more



SLIPPERY LOG: You might think you can gobble up little bugs but you'd be wrong. Avoid 'em all, avoid everything.

INFO

- DEVELOPER** Konami
- PUBLISHER** Konami
- GAME TYPE** Platformer
- PRICE** £29.99

PlayStation 2

DETAILS

- Eight locations.
- Coins can be exchanged for power-ups.
- Time Attack mode lets you tackle levels again against the clock.

going on in this game than there ever was in Frogger's hey-day, the basic game is the same.

The main problem with this is the controls. The game is viewed top down and uses a grid system. The D-pad is used to move Frogger forwards, but every hop is a singular movement – you have to keep tapping it repeatedly. Far worse is that you use **LB** and **RB** to swivel Frogger on the spot. Fine when there's little going on, but these controls are far from intuitive when you're negotiating a series of moving blocks.

Which is the next gripe. The cutesy story and Frogger rap at the start of the game gives this a definite 'over 10s need not apply' feel. But get through the first few levels and the game gets wickedly tough. The sub-sections, where Frogger rides things like snowboards, often take loads of go's to get right. It's froggy frustration at its finest.

Quite simply, this isn't a good game. Time to stop flogging the old frog perhaps. **PSM2**
Frogger Beyond is already in the shops.

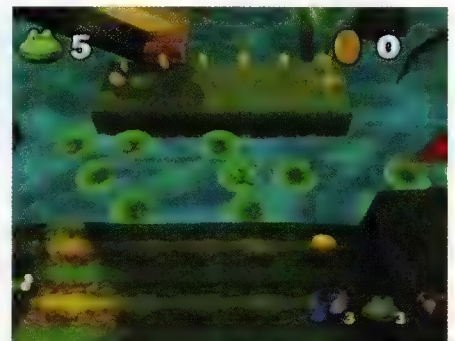
OVERALL
Dull, frustrating, too simple for adults but too tough for kids. Rather than dissect it any more, we'll just say this. Avoid.

CHARMLESS

35



SAVE YOUR FROG LEGS: Sections of the game are often broken up into one lot of enemies after another. Tedious.



LILY SAVAGE: Pressing **X** makes little Frogger hop. **A** gives you a super jump, useful only for reaching high up coins and objects.

OUT UK 19TH SEPTEMBER

LONDON RACER: WORLD CHALLENGE

London Racer is going worldwide – makes about as much sense as a Mini handling the same as a Ferrari.

First impressions count for quite a lot. Walk into a job interview and accidentally fall onto the floor instead of into a chair and you're doomed no matter how long you studied nuclear physics for.

If this is all true though, *London Racer: World Challenge* is going to sell about two copies. Because when you first enter the car selection screen you see that the blocky vehicles couldn't be further from the sleek, shiny models in something like *Gran Turismo 3*. The options are basic, the



FRIEND OR NITRO: Hit the nitro button – the longer you can keep it pressed down, the more speed you'll pick up.

INFO

- DEVELOPER** Davilex
- PUBLISHER** Davilex
- GAME TYPE** Driving
- PRICE** £19.99

PlayStation 2

DETAILS

- 76 tracks and 23 cars.
- Four play modes: Championship, Time Trial, Single Race and Two Player Duel.

controls are simple – accelerate, brake and nitro, that's it. And, yes, it all looks like a PSone game.

But start up a race and things aren't too bad. The cars are easy to control, and there's some skill to taking corners. The races are set in the streets of cities like Berlin and Paris, and as well as beating your three opponents, you've got to avoid other traffic and stay out of the way of the law.

The AI of the other cars is pretty good as well. They crash, they swerve into you and they sound their horns when you get in the way. And if you hit something it often results in a decent crash – it's nowhere near up to the quality of *Burnout 2* and the cars aren't as nippy, but it's still enjoyable.

We're not going to recommend you rush out and buy *London Racer* – the PS2 is home to too many better driving games. Still, the price is reasonable and there is a fairly good driving game lurking beneath the rosey graphics. **PSM2**
It's hitting the PS2 in mid-September

OVERALL
Graphically, this takes a giant step back on the evolutionary scale. It's reasonably good fun, but you can pick up *Burnout* for the same price.

COCKNEY REBEL

59



TAKE IT SLIDING: While the car handling is very arcadey, you need to brake for corners or the resulting slide loses you speed.



GET SHORTY: You don't get penalised for taking short-cuts. And your opponents will cut corners as well given the chance.

REVIEWS

THE ESSENTIAL PSM2 VERDICT ON EVERY NEW RELEASE



OUT UK 12TH SEPTEMBER



PLAYING THE CROKER: Just fallen off a flyover? Bang goes your grade, Charlie.



MY COUSIN MINI: It isn't all Mini Coopers - you get the occasional muscle car.



MINI JONES: You get smash points for knocking into tables, even in 'serious' training.

THE ITALIAN JOB LA HEIST

"Hang on, lads... I've got a great idea." That's as may be, but whatever it was back in 1969, it certainly wasn't this... **REVIEWER:** Joel Snape

Once, there was a film called *The Italian Job*. It had Michael Caine and Benny Hill in it, and Noel Coward saying "last night someone broke into my toilet." It was great. Then F Gary Gray remade it, except that he forgot to set it in Italy. Now there's a game of the new film, set in a version of LA where there are no pedestrians. Confused? Try playing it. Or better yet, don't.

To be fair, we haven't seen the new film, so it's possible that the game's a flawless recreation of it. But considering that the original had Charlie Croker's boys belting it through the world's biggest traffic jam and up a ramp into a moving

bus, we're not sure even Charlize Theron's pout can save a film where a typical mission is 'Pick Up The Laptop'. In one memorable bit, you're told to go and get a Mini, then race it back to the train station. When you get there, it turns out that your Mini's trashed, so you have to pick up another one in the next mission. Another mission instructs you to 'tail' the bad guy, but you're left to work out for yourself that 'tail' means 'stay ten metres behind, crashing into postboxes and other cars if necessary'. Things pick up - or you'd think so - when you get the chance to cane it

down the subway. Except that it's a training mission, so you race down exactly the same tunnels *twice*, then you race down them again in the actual job. Our drive to work's less repetitive.

This is a game that suggests you 'Drive recklessly for bonus points', then penalises you for taking damage. The only acceptable form of recklessness is jumping the car transporters and jostling the occasional crate. It's a game that knocks you down a grade for using the Respot Car button, then resets you facing in the wrong direction. Then again, the main thing the higher

"THIS GAME SUGGESTS YOU 'DRIVE RECKLESSLY FOR POINTS' THEN PENALISES YOU FOR TAKING DAMAGE"

INFO

CODE TESTED
PAL (UK)

DEVELOPER
Climax

PUBLISHER
Eidos

GAME TYPE
Racing

PRICE
£39.99

ESSENTIALS
1-2 Players, DualShock 2, Memory Card

PlayStation 2

The Italian Job

15 missions.

Cars including Minis, muscle cars and vans.

Stunt, Circuit Race, Story, Free Roam and Two-player modes.

JOB'S A BAD 'UN

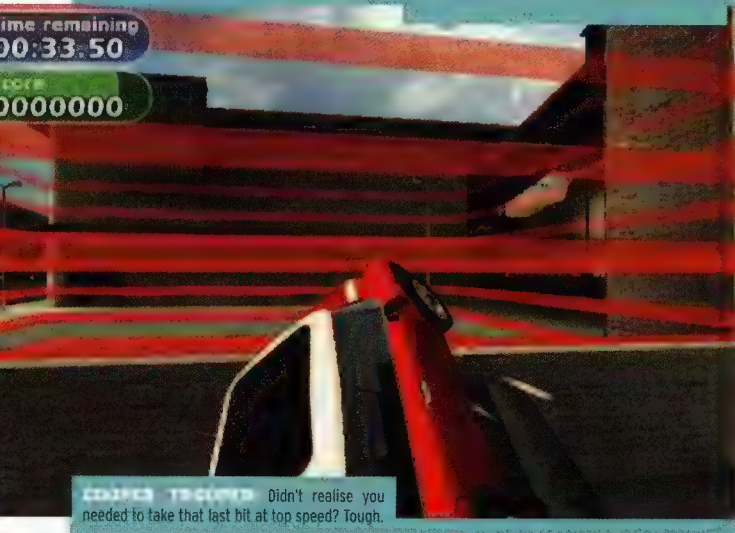
It isn't just picking up rental cars and meeting 'Handsome' John – you've also got Racing and Stunt modes. In the latter, you hone your skills by teetering slowly around raised platforms and restarting a lot. Helpfully, the manual points out that you can set different controls for player two – "handy if they complain that the controls aren't what they're used to." If that's all your friends complain about, they've obviously never played a game before.



SAME TAITS If you do this too slow, you're dead. Do it too fast? You're dead, Nerk.



CONE FAVES Bit of a pisser to struggle through, only to be thwarted by the last gap...



COINCE TOUGH Didn't realise you needed to take that last hit at top speed? Tough.

grades unlock are pictures of Mark Wahlberg, so maybe they thought you wouldn't care. The main obstacle to success is turning up late to the restaurant/car park/roof where you're meeting the gang. Fortunately, Climax have thought of this too – at least six missions involve driving through exactly the same shopping mall to the same warehouse, so you're unlikely to get lost.

The tragedy is, *The Italian Job* doesn't feel that awful – the driving's solid and the handling's responsive. There are worse games that try the same thing – but at least, say, *Wreckless* sends you carrying blood through heavy traffic with a rocket launcher. The trouble is, there are better games that do it too. None of them've got Charlize Theron in, but then again – neither does this. Apart from as some art for which you have to 'drive recklessly' to unlock. Sigh. **PSM2**

The jobs on in *The Italian Job* are probably the best of the bunch.



INSIGHT

- Ed Norton's made no secret of the fact that he was contractually obliged to appear in *The Italian Job* film, and he's asked to be removed from the marketing drive.
- Part of the film shows Michael Caine's Alfie in the background. Watch that instead.

MR BRIDGER'S CHOICE

1 GTA: VICE CITY

The only thing *Vice City* doesn't do better than *UJ* is product placement for Minis.

2 CRAZY TAXI

Ditto, except *Italian Job* also beats *Taxi* at the tricky 'not having Offspring on soundtrack' hurdle.

3 THE ITALIAN JOB

If you were locked in a room with nothing else to do but play this, you wouldn't be that bothered. That's as good as it gets.

PSM2 VERDICT

GAMEPLAY

- ✦ The driving's all right. Especially in the underground bit.
- ✦ Repetitive – you'll suspect it might all be an awful dream.

GRAPHICS

- ✦ It all looks fairly solid.
- ✦ No pedestrians. About six types of 'traffic'.

SOUND

- ✦ The voiceovers might be by Marky Mark. We can't tell.
- ✦ No Self-Preservation Society. You can always whistle it.

LIFESPAN

- ✦ Well, there're always those pesky A rankings to get...
- ✦ But the main game's about four hours long.

OVERALL

We've played games involving hitting each other on the knuckles with playing cards for longer than it took us to get bored with this.

CROAKER

51

THE NEXT GENERATION
OF MECHA ANIME
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victory inside the city...



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REVIEWS

THE ESSENTIAL PSM2 VERDICT ON EVERY NEW RELEASE



JUMPING JESUS: The control system is simple but brilliantly employed, enabling you to navigate hills with the greatest of ease.



NOT(S) LANDING: Remember, four wheels good.



OUT UK NOW

ATV: OFF ROAD FURY 2

Four wheels good, two wheels bad... or something. Strap yourself in and prepare to throw some dirt around.

REVIEWER: Jes Bickham



WHEELIE SAYING SOMETHING: It's pretty basic stuff, but ATV2 offers plenty of hot, fruity, speed-based action.

It's always nice to be surprised, unless it's by leprosy, a dead body in the bathroom, or something terribly wrong 'down below'. And, sad to say, it's not often that a videogame can surprise us – after months of preview action and innumerable test plays, there's very little left unknown that can raise our heavy, jaded eyebrows come review time.

ATV Off Road, though – that's a different story. It sprang out of nowhere in 2001, without the benefit of much in the way of advertising (and certainly minus any interesting heritage) and

instantly proved to be a hugely entertaining racer, stashed with logical physics, classy multiplayer fun and an excellent control system. Not bad for a game based on yet another minority American sport that only men with little regard for the act of living and/or nuts of steel indulge in.

ATV Off Road 2 proves to be both more and less of a pleasant surprise. It's full of the dirt-spraying fun we've come to know and love (which is great) but, in the main, offers literally more of the same (which isn't so great). This really isn't a bad thing, given how entertaining the original ATV could be, but little has been done

"IT'S FULL OF THE DIRT-SPRAYING FUN WHICH WE'VE COME TO KNOW AND LOVE"

CODE TESTED
PAL (UK)

DEVELOPER
Rainbow Studios

PUBLISHER
THQ

GAME TYPE
Racing

PRICE
£19.99

ESSENTIALS

1-4 Players, DualShock

2, Memory Card

PlayStation 2



DETAILS

- 40 offroad tracks, which is a lot more than the first game.
- 24 ATVs for you to unlock, each with tweakable stats.
- Seven different race modes for single and multiplayer fun.
- Squillions of unlockable elements, including loads of different clothing for your rider.

ATV: OFF ROAD FURY 2

"STUFFED TO THE GUNWALES"

IMPACT POINT

The first time you successfully navigate a sequence of 'rhythm bumps' will be when the game hits you with its subtlety. One you've mastered your beast, you'll be hooked. It gets better in multiplayer, too...



a particularly odious tramp fart. This could really be viewed as ATV 1.5 rather than a proper sequel.

Nevertheless, the fine points of ATV2 are very fine indeed. The tight, responsive controls are as pleasing as before, and the excellent jumping system – whereby you 'load' the suspension by pulling back on the analogue stick, then snap it forward to gain big air – allows you to really navigate the plentiful hills and troughs in the game with aplomb. But merely having mastered the analogue-twiddling isn't enough, as you'll have to mediate your speed and pitch to jump-and-land, jump-and-land in the correct places. Get it all wrong and it's hideously frustrating, as you'll leap without enough speed and touchdown on an incline, leading to the opposition overtaking you



ARROWSMITH: Enduro races use the waypoint system, and a big arrow points your way. Very nice.



HOCKEY STICKS: The quads on ice mini-game is cool. With four players it's utter, utter mayhem.

to offer a radically improved game, and thusly the eggy whiff of déjà vu permeates the hill jumping action like

with alarming speed; get it right and it's like riding a wave. There's a tremendous rhythm underlying the game, and when it clicks, it's hugely satisfying.

Of course, events and track design both conspire to destroy your perfect timing and quad control, and the twisty-turny, up-and-downy nature of both the indoor and outdoor courses mean you're manipulating the analogue stick through every axis; manual dexterity counts for a lot when you round a tight corner and need to get a big jump off the sheer rise that looms suddenly ahead. It's utterly finger-fangling at times, and annoyingly, enemy riders can come crashing down on your head and knock you flying; but then the favour can be eminently, and gratifyingly, returned. And in multiplayer, this type of behaviour is positively encouraged...

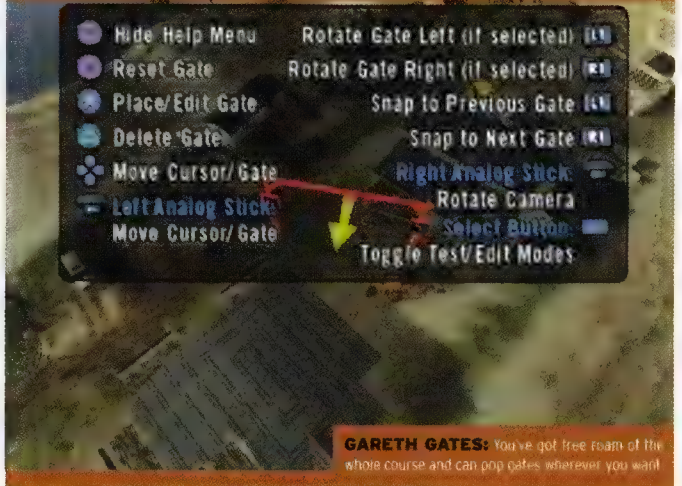
While the single player game is entertaining enough, and stuffed to the gunwales with things to do (there's National, Supercross and Enduro championships, Freestyle action, hordes of unlockable extras, plus the facility to place your own waypoints and effectively make your own courses) the social gaming aspect of ATV2 is where the fun really lies. Smooth and quick and given to arcade-style thrills, the straight racing makes for some of the better four-wheeled four-player fun on the PS2, but it's the array of extra multiplayer modes that are the icing on the cake, from the ball-snatching tag to the slippery-slidey

INSIGHT

If you've mistimed your jumping and stall in the middle of a sequence of bumps, take the time to drive up to the top of one and stop. Accelerating from there should give you enough speed to be able to boost off the next and resume your rhythm.

DO IT YOURSELF

Although you can't actually create your own tracks, you can personalise your own route through them with the Waypoint editor, which allows you to stick your own Waypoints wherever you want and go right off the beaten track.



GARETH GATES: You've got free roam of the whole course and can pop gates wherever you want.



WOODY HARRELSON: Don't think you have stay on the road – how about a finish in the middle of a pond?

hockey game. Guaranteed to get you hooting with laughter and pummelling the arm of your nearest chum. It's not quite *TimeSplitters 2* on wheels, but it offers the same tremendously assured laugh-out-loud enjoyment.

Unfortunately, the PAL version of the game omits one breathtakingly magnificent option that's available in the US version of the game – online play for up to four players at a time. Ignore this kick in the teeth, though, and ATV2 is a bundle of exhaust-belching fun, if one that's heavily redolent of its predecessor. **PSM2**

Vrrroooooom! ATV 2 is out in September.

CHORLTON'S CHOICE

1. COLIN MCRAE 4

The king of the muddy funsters. The very best offroading racer there is (and it's reviewed this very issue).

≡ SMUGGLER'S RUN 2

Up hill and down dale, this mission-based racer is oddly similar to ATV.

≡ ATV OFF ROAD 2

A superior sequel with a great multiplayer, but nonetheless samey.

PSM2 VERDICT

GAMEPLAY

- ✦ Excellent control and top high-speed action.
- ✦ Not a huge amount of variety in what you actually do.

GRAPHICS

- ✦ Well-constructed environments, painful-looking crashes.
- ✦ Can all get a little bit brown and grey...

SOUND

- ✦ Whining engines, nu metal and big, fat beats.
- ✦ We kinda preferred the old-skool grunge on the last game...

LIFESPAN

- ✦ Plenty to do, and the multiplayer will keep you coming back.
- ✦ Why have they taken the online option out? That stinks.

OVERALL

Wonderfully executed hill-jumping fun, but it's still just an extension of the first ATV. If only the online mode had been included...

THROTTLED

73



TINA ARENA: The Supercross tracks are all arena based – they're very quick indeed.

REVIEWS

THE ESSENTIAL PSM2 VERDICT ON EVERY NEW RELEASE

OUT UK 19TH SEPTEMBER

XGRA:

EXTREME G RACING ASSOCIATION

If you've got to belt about shooting stuff, you might as well look good.

REVIEWER: Shaun Lange

Futuristic bloodsports have been the subject for many an eye-candy filled but plot-lite movie, and, let's face it, plenty of games too. *XGRA* builds on the *Rollerball* worlds and adds new ingredients to the sci-fi racing genre: screaming, gunfire and blood.

Anyone out there expecting *Wipeout* on bikes will be only partly disappointed. The general

template of the game is certainly team racing on extreme G courses – and anyone who's played *Wipeout Fusion* will be used to it. But where the racing ships used to float beautifully, the cycles in *XGRA* feel bolted to the track. Once you've completed some of the qualifying circuits and chosen a team, the league begins. Tracks themselves are all about multiple routes, and feel at times like you're trying to steer a rollercoaster – which is not recommended after heavy meals or

trips to the boozer. Tracks jink at unfeasible angles, which means that taking the wrong turn could mean a ticket straight to the back of the pack. Mostly, racing success is about making sure to ride over the blue or red boost arrows or picking up accelerator boosts. That way you'll have little to worry about, even on the most intestinal of circuits.

But it's not just about coming in first place. You see, *XGRA* puts the blood in bloodsport through 'contracts' that come with each race. These are basically sub-missions that require you to kill other riders, or complete a separate



SHOOT POINT: Your mission, should you accept it, is to shoot this lovely lady.

INFO

- **CODE TESTED**
PAL (UK)
- **DEVELOPER**
Acclaim Studios
Cheltenham
- **PUBLISHER**
Acclaim
- **GAME TYPE**
Racing
- **PRICE**
£39.99
- **ESSENTIALS**
1-2 Players, DualShock 2,
Memory Card



DETAILS

- 16 futuristic tracks with nice variable weather effects.
- Eight teams to race, each with their own machines and colours.
- Unlockable extra tracks, cycles and driver upgrades.
- Multiple objectives in every race.

MASTERBLASTER'S CHOICE

- 1 **WIPEOUT FUSION**
Sorry to keep banging on about it, but by keeping the racing addictively simple this beats all.
- 2 **XGRA**
Not bad, not bad at all – a little too full of stuff for its own good, though.
- 3 **STAR WARS: RACER REVENGE**
Sci-fi racing at its most merchandised. But if you live and breathe Lucas, there's no other choice.



KILL THE TEENS: Kill the pretty girl? With a knife? While riding in my futuristic buggy? If you say so, scary man.



STRIFE ON MARS: Another race, another victim to hunt down like a dog and pump full of green laser badness. Whoop.

secondary task. These are worth completing to gain the all-important points that unlock extra goodies along the way. Picking up weaponry and exploderising others is made pretty easy, so you'll be able to keep up your speed and dish out a fair old ass whupping as you go. The constant banter from your cyber-punky foes helps egg you on, too. They're an annoying bunch.

The other thing you'll notice as you proceed is that the game is strong on looks and weaker elsewhere. The bikes look great, especially the boost trails that are emitted from the rear. Sadly though, at times the smooth lines and samey nature of many courses might leave you cold. The right angle corners are often unwelcome jolts, and sometimes the sense of speed gets lost in the action. They're details, to be sure. But they're pretty important ones in a game that already feels overfull. A good racer has to at least perform on the track, regardless of the other elements you've thrown in. However good they are. **PSM2**

XGRA's out in a few weeks

INSIGHT

Those blazing tail lights look familiar to any of you? Check out the first few minutes of *Akira* to find the inspiration for that little effect.

PSM2 VERDICT

GAMEPLAY

- ★ Fast, furious and futuristic. Sub-missions too.
- A bit too busy at times – what's wrong with simplicity?

GRAPHICS

- ★ Smooth, solid and explosive racing.
- Where's the speed? The speed, man!

SOUND

- ★ Your choice of rock or dance tunes.
- Whiney engines and banter spoil it.

LIFESPAN

- ★ Massive amounts of extras and tinkering.
- If you're not hooked after one race, that's it.

OVERALL

A nice attempt at dark futuristic racing. Tries to beat *Wipeout* by cramming it with other stuff, but can't approach the playability.

WIPED OUT

75

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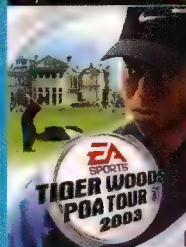


OUT UK NOW

INFO

- CODE TESTED PAL (UK)
- DEVELOPER EA
- PUBLISHER EA
- GAME TYPE Golf sim
- PRICE £39.99
- ESSENTIALS 1-2 Player, DualShock 2, Memory Card

PlayStation 2



DETAILS

- 19 courses.
- 15 PGA Tour Pros.
- New modes include World Tour, Long Drive Shootout, Best Ball, Stableford scoring and Battle Golf.
- Real-time system unlocks tournaments at appropriate times.



SODS LAW: Have you ever seen such lovely grass? OK, so the game is one big mush of green and blue, but it does look superb.



TRIM SHADY: The Create a Golfer feature is pretty cool, but not as detailed as those in *Smackdown* or *Tony Hawk's Pro Skater 4*.



WOOD YOU BELIEVE IT: The Tiger model is, of course, as detailed as any you've ever seen. It's his name on the box after all.

of freaky-deaky unlockable miscreants. It's almost like they *knew* that no-one wants to play as Colin Montgomery when they can play as a breakin'-it homeboy who busts moves when he sinks holes.

But it's not as radical a remake as it could be. EA Sport's annual editions have bucked sequelitis trends in recent years but this is old style polishing rather than giving Tiger some new wood. If you've got last year's game we can't totally endorse an upgrade despite this new version's obvious perfection.

You might not agree with the downright gnasty urbanisation of such a noble sport – which is akin to them adding Ice T to England's FIFA squad – but you have to agree that the Woods games are now more entertaining than golf itself. And that's saying something for a golf game. Too thwak – too strong. Girlfriend. **PSM2**

Yo mo fo – it's out right now

TIGER WOODS PGA TOUR 2004

Wooo ha! C'mon! There's a party at my golf links and you're all invited!

REVIEWER: Daniel Griffiths

Golf used to be a stuffy sport for duffers, but these days a round of golf is a fist-pumping, keg-fuelled frat-house Mardi Gras of girls gone kray-zay. That's if EA are to be believed. This new *Tiger Woods* game, for example, features Tiger and a host of

game. Or at least put a freakish mismatch from a limited selection of body parts and haircuts in there instead. Slamming.

But quit with the shit. Tiger's got bounce where it counts. How about seven new courses? Boom! That makes 19 in total. Most of which are as phat as your momma. And there's now 15 real PGA Pros in the ride alongside a limitless amount

INSIGHT

- Tiger's real name is Eldrick. No wonder he prefers Tiger – a name taken from one of his Dad's soldier mates back in 'Nam. Eldrick, the golfing dreamboat, was born on December 30th 1975 – making him one of a handful of under-30 sports billionaires.

"THIS IS OLD STYLE POLISHING RATHER THAN GIVING TIGER SOME NEW WOOD"

made-up EA homies all adamant that golf is here to get funky all over yo' ass.

Yes, the slow-to-snail's pace sport of hitting a ball around a big garden (with a stick) has been getting progressively more 'wick' each year. And this year is the wildest yet. The raucous music is shredding. The graphics are super-duper rope-a-dope and the incredible number of play options are... surprisingly diverse. No diggety.

Back once again with the renegade master is EA's superb analogue swing thing that finally brands the three-button-press as ill behaviour. And brand new just for you is the Create a Golfer mode which allows you to put yourself in the



GOLF HARRIS: Rather than fill the game with real players, there's more entertaining made-up folk too.

GILMORE'S CHOICE

1 **TIGER WOODS PGA TOUR 2004**
Adds yet more options and un-golf-like madness to the best golf game on PS2.

2 **TIGER WOODS PGA TOUR 2003**
The previous *Tiger* game. Shortly to be found in (for a bargain price) a 'pre-owned' rack near you.

3 **SWING AWAY GOLF**
Dolt, simplistic 'fun' golf with cartoon characters.

PSM2 VERDICT

GAMEPLAY

- ✦ The analogue swing, cameras and physics make this a joy.
- Absolutely no online options. Which is a crime.

GRAPHICS

- ✦ Realistic terrain teamed with cutting edge character animation.
- It's a load of people playing golf.

SOUND

- ✦ Excellent commentary and atmospheric effects
- The choice of music isn't exactly 'golf'.

LIFESPAN

- ✦ Almost too many courses, players and play modes.
- How much golf is too much golf?

OVERALL

Like eating all the golf pie then finding another slice in your beard. Bigger than last year's game but not necessarily any better.

SWINGING

81

OUT UK AUTUMN

FREESTYLE METAL X

Pootle around on a motorbike to the strains of Motörhead. It's the best game concept ever!

Fancy some more extreme sports? Sure you're not fed up with all that loud music, stunt combo action and risking life and limb to leap off tall ramps to impress young boys in large trousers are you? Then here's some more!

Freestyle Metal X is Tony Hawk's on a motocross bike, and is probably more entertaining than you're expecting it to be. In time-honoured fashion, each level features a number of (cough) 'honeys' who'll offer objectives and a non-specific promise of something vaguely sexual ('I'll be your



ROCK ME AMADEUS: Sadly there's no Falco on the soundtrack. But there are GUITARS! Whhhheeeeeeooooow, etc.



matador later" – righto, luv) for the successful completion of said objectives. So far, so expected.

It's the control that's probably the most interesting thing about *Metal X*. It's interesting, but it's also pretty complicated – to jump with success, you'll need to wibble the clutch by holding down **LB**, filling up a meter and releasing it to boost, but not before you've done the same thing with your shocks by holding and releasing **LB**. Release 'em both at the same time and you'll get the 'air' you need. It's not as elegant as the system employed in, say, *ATV2* (reviewed on page 70) and having two meters to worry about is overly complex.

Nevertheless, this an above-average addition to the genre (with excellent multiplayer games, such as launching riders from their handlebars to a target below) and is also the most 'rock' by far. With Megadeth, Motley Crue and Twisted Sister involved, it's guitars a-go-go. Probably not one for the Girls Aloud fan in your life, then. **PSM2**

Freestyle Metal X should be out soon.

OVERALL
Not-bad-at-all stuntage complemented by lunatic riffing and a decent multiplayer. All in all better than you think.

74

FERROUS



ANYONE FOR RIFFIN'? The loaded-shox-plus-boost control is intriguing but possibly too fiddly for its own good. Nice try, though.



AXE ON, AXE OFF: Dan G would have preferred something Neptunes or Stargate on the soundtrack. Stupid northern fool.

OUT UK NOW

SCRABBLE 2003 EDITION

Welcome to a world of words. A world in which you can never win. Welcome to the world of... Scrabble!

This is not just Scrabble – this is the Scrabble of the future, a mind-thing so complex and space-brilliant that it charges the ganglions of the earth-brain with its exquisite possibilities and advanced future-thinking.

In reality, this is simply Scrabble – but on your PS2. And your PS2 appears to have the most advanced virtual brain ever built – *Scrabble* is punishingly bastard hard. The game utilises the cold mechanical mind of your favourite console to demolish you utterly. You will never win. You will



WORD OF GOD: The PS2 will pick words you've never heard of. And it will ALWAYS WIN. We'll allow ozones, but 'Oos'?



be found broken and weeping before your PS2. Imagine the terrifying future in sci-fi film *Colossus*: The Forbin Project, wherein two supercomputers enslave the world, and you'll have an inkling of what the combined powers of *Scrabble* and the PS2 are capable of. English might be your first language but *Scrabble* KNOWS ALL like Kang from *The Simpsons*. Hence, in our first games, the computer conjured up the following treats: Pusled (what?), Doty (mmm?), Gryde (bollocks!) and Cowpea (hurrah 'A tropical leguminous plant cultivated for its edible pods'. Fact!). We suspect the game of misspelling but we're too scared to question it. It is a cruel and heartless master.

However, it allows you to shuffle your letters in the hope of randomly creating a word, and you can theme the board (Nature is wonderfully garish) as a distraction from your inadequacy. Nonetheless, this is *Scrabble*. Fear it. **PSM2**

Scrabble's out now. Be afraid

OVERALL
What do you want? It's Scrabble – but hard. You're probably best off playing a fallible human mind with the actual board game...

64

ACADEMIC



PICTURE THIS: There's simply no way to make a screenshot of *Scrabble* look interesting. This is it, folks. That's all you get.



WINNER TAKES ALL: The first person to beat *Scrabble* and sends in proof will win a our unbridled respect. For life.

REVIEWS

THE ESSENTIAL PSM2 VERDICT ON EVERY NEW RELEASE



INFO

- CODE TESTED**
PAL (UK)
- DEVELOPER**
Rainbow Studios
- PUBLISHER**
THQ
- GAME TYPE**
Racing
- PRICE**
£39.99
- ESSENTIALS**
1-2 Players, DualShock 2, Memory Card

PlayStation 2

DETAILS

- Over 74 tricks with revamped control system and boost bar.
- Eight World Circuit tracks – including Cannonball Cove and Bermuda Blast – plus 12 stadium events.
- World Circuit, Practice, Time Trial, Freestyle, Technical Time Trial and Two Player modes.



'SKI IN THE NUTS': Things can get pretty fraught out there as you wrestle for position in the pack at the early stages of a race.



DINO SORC: Yes, it's a racing game unlike any other. Where else are your races interrupted by a herd of brontosauri crossing?

SPLASHDOWN 2: RIDES GONE WILD

THQ's splash cow proves there's life in the old dog wet. Medic!

REVIEWER: Daniel Dawkins

O0011010... Cat Deeley... 11001000... Extreme Sports... 10010... Jurassic Park... 1010... yargh! It's like The Matrix, but all we can see are buzzwords and projected sales figures. Peek closer, and you can almost see the marketing folk merging their hands... fusion, ladies and gentlemen...

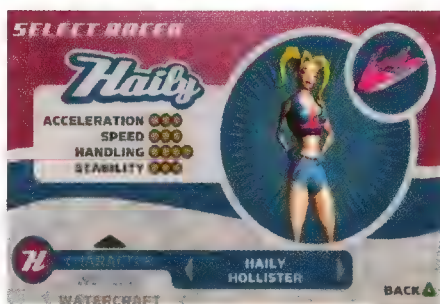
sea, then yank back to perform a jump in perfect synchrony with Newton's second law.

Sadly, the veneer is painfully uncool. "What a cunning stunt!" squeals extreme sports babe Haily Hollister. Worse yet, the developers make it all so smugly mocking, that you just wish they'd, y'know, thought of some genuinely cool characters, and the levels are mostly rip-offs of films like Jurassic Park and Cutthroat Island.

"YOU CAN DIP THE NOSE UNDER THE SEA, THEN YANK BACK TO PERFORM A JUMP"

before the developers cartwheel away to make a seadoo-em-up for the lucrative 7-to-16 year old teen 'tude market, with crucial areas of overlap in the extreme sports sector. But while *Splashdown 2* smacks of ticklist gaming at its corporately misjudged best, at least they've rubber stamped the box labelled 'fun'.

Like a freshly ironed pair of pants, *Splashdown 2* lacks credibility, but feels great. The water buffets the seadoo, the pad thundering in perfect synchrony with the waves. The seadoos feel weighty, with velocity-dependent steering arcs and momentum-added leaps. The physics are so good, you can even dip the nose under the



LADIES CHOICE: There's the usual clump of comedy lovelies and muscle-bound meatheads to choose from.

INSIGHT

The Bermuda Triangle, featured in *Splashdown 2*, has been blamed for the disappearance of 27 sea vessels, and 17 aircraft. UFOs? Ghosts? Well, er, the loss of five Avenger Bombers in 1945 has since been attributed to a hungover pilot leading his team into the sea.

HOBBLER'S CHOICE

SPLASHDOWN 2
Brasher, deeper but still repetitive, buffeted by tremendous physics.

SPLASHDOWN
Debatable more focused than its noisy sequel, but lacks instant appeal. Water effects are so good you feel thirsty.

JET SKI RIDERS
Unresponsive, lo-rent, jet ski racer – cheerfully depressing, like a weekend in Eastbourne.

PSM2 VERDICT

GAMEPLAY

- Top notch physics. Competitive racing.
- Tricks a bit fiddly.

GRAPHICS

- Shimmery waves and busy scenery.
- Occasionally cluttered and chuggy.

SOUND

- Involving engine roars and splashes.
- Godawful trash talking and cheesy tunes.

LIFESPAN

- Challenging, with plenty to unlock
- Gets samey fairly quick.

OVERALL

Arcade fun buoyed by exemplary physics, that merits interest from anyone seeking racing without the chore of gear adjustments.

FROTHY

75

THE 8TH ANNUAL



PlayStation 2

2003 UK B-BOY CHAMPIONSHIPS

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REVIEWS

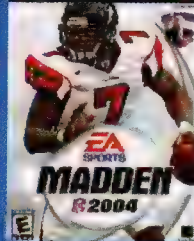
THE ESSENTIAL PSM2 VERDICT ON EVERY NEW RELEASE



INFO

- CODE TESTED PAL (UK)
- DEVELOPER EA Tiburon
- PUBLISHER EA
- GAME TYPE American Football
- PRICE £39.99
- ESSENTIALS 1-2 Players, Memory Card, DualShock 2, Network Adaptor

PlayStation 2



DETAILS

- Wealth of modes from Training to Franchise.
- Online gaming that ever allows you to find chums online with other EA Sports games.



MAN ON THE RUN: Funky dodge moves and player-punching let you run untrammelled across the field.



CAMP FREDDY: The Mini Camp is excellent fun, a series of skill-testing challenges that also teach you about the game.

MADDEN NFL 2004

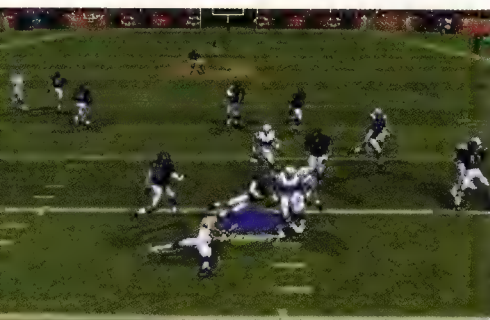
Another year, another Madden... and yet they continue to get better. Witchcraft!

REVIEWER: Daniel Griffiths

It's easy to get lost in *Madden 2004*. For the fairweather American Football fan, the wealth of options, modes, statistics and plays is just about navigable; for the initiate, it's utterly overwhelming. But this isn't because *Madden* is poorly constructed – it's because it's so impossibly deep. It would take a lifetime to fully understand and master the labyrinthine intricacies present here, making a mockery of EA's annual updates. American Football is a punishingly tactical game, built on complex strategies, and with the series in its 14th year, every tiny facet is present and correct.

And yet, paradoxically, *Madden* is a simple game to play, and even if the subtleties of the title are only learnt through hardcore effort and concentration – or actually being American – EA have made every inroad to guide players gently by the hand through this complicated virtual iteration of grunting man-sport, via the strategy-explaining Football 101 mode. You'll often be bewildered as you get to grips with *Madden*, but you'll never be lost. And when you do get it, the game becomes genuinely absorbing. So don't be put off by the alienness of the sport and the baffling jargon – this is great. But then, *Madden* has always been great. What's new here?

"YOU'LL BE BEWILDERED AS YOU GET TO GRIPS WITH IT, BUT YOU'LL NEVER BE LOST"



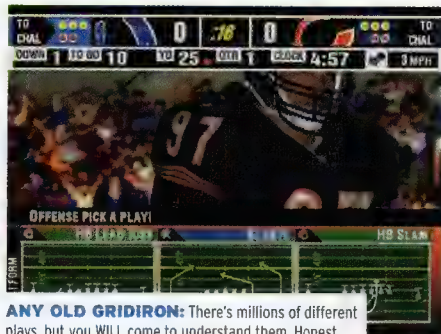
MANY MEN: Play ball-fanciers across the world with the online mode. The future is here – lawks!

The franchise mode, for a start, has morphed from an already immense team-managing sim to something even more comprehensive – now you can build your own stadium, and even set prices for merchandise. It's *insanely* detailed, anally so, but still addictive and entertaining. The Mini Camp offers tremendous bite-sized high-score challenge fun – and teaches you more about the basics – and there's a number of additions; nips and tucks that make for a more involved game. Not the least of these is the 'Playmaker' control, which allows you alter strategies on the fly, such as directing receivers who are about to be nobbled. It's a little fiddly at first, but adds



INSIGHT

Inspired by Rugby, students at Harvard practised 'Ballown' in the 1820s. Formal rules were established in 1867, and now it's – ta da – American Football.



ANY OLD GRIDIRON: There's millions of different plays, but you WILL come to understand them. Honest.

OVERALL
Another sprawling, complex, but absurdly playable chapter in the *Madden* saga – but now with online sexiness. What's not to love?

87

TOUCHDOWN



INFO

- **CODE TESTED**
PAL (UK)
- **DEVELOPER**
EA
- **PUBLISHER**
EA
- **GAME TYPE**
Sport
- **PRICE**
£39.99
- **ESSENTIALS**
1-2 Players, DualShock 2, Memory Card

PlayStation 2



DETAILS

- 62 teams and 1500 licensed players. Golly.
- 67 stadiums, each with different pitch types.
- Commentary by John Inverdale and Gordon Bray. Thank baby Jesus!

RUGBY 2004

EA's latest scrum-punch goes up against the might of their very own Madden. Madness!

REVIEWER: Jes Bickham

There's always been a peculiarly British form of snobbery involved with reviewing American Football games. No matter how good they are, the sport is almost always sneered at as an inferior knock off of Rugby; but not by us. If this little head-to-head has proved anything – other than which of these two titles deserves your cash most, obviously – it's that American Football, at least in virtual form, is a helluva lot more exciting than Rugby. Honest.

Which isn't to say *Rugby 2004* is a bad game – far from it. It's just that the latest *Madden* offers tonnes more to do, and does it all with a style that's missing from its humble Brit equivalent.

Rugby 2004 looks a little rough around the edges, just like its predecessor. Players move with a stilted jerkiness that prevents the game from flowing as it should, and while this is a purely



INSIGHT

■ Legend has it that Rugby originated at Rugby school (duh) in 1823 by one William Webb Ellis. A boy of singular intelligence and wit, it would seem.

cosmetic effect that doesn't affect the mechanics, it conspires to ruin the appearance of a perfectly executed game. And such a thing is otherwise wondrous in *Rugby 2004*; do things right, and the sense of achievement is palpable – and despite the occasional clunkiness of the visuals, passing and running is pleasingly executed. There's a number of different formations and strategies – even for the humble lineout – but the game does tend to break down in scrums and rucks. Despite being able to direct things to a certain extent, if your forwards simply aren't as big as the opposition, then you're usually sunk.

While the fluidity of gameplay might be *Rugby 2004*'s biggest asset, a not-unwelcome element of customisation is present to enliven proceedings. Points can be earned (usually by achieving certain objectives) and then spent on tweaking your teams and players, allowing you to take your own team of Frankenstein's monsters to the top of the league, which is surely every boy's dream. An entertaining two-player co-op mode highlights this feature pleasingly.

Rugby 2004 is certainly the best Rugby game on PS2, but it's not without its faults. And it withers in the glare of *Madden*'s assault. **PSM2**

EA is also out now. Follow us.

OVERALL

Rugby 2004 plays a mean passing and running game but is held back by its unconvincing player movement and below-par presentation.

81

TRY TRY AGAIN

SHE'S BALL THAT

Two games full of men. Men that sweat and tackle. And oval balls. They're the same – but not! Join us as we see who's better at being a videogame – American Football, or... Rugby!

ROUND 1: GAMEPLAY

■ Right off the bat, *Rugby* is easier to play, with running, passing and kicking straightforward and fun, but *Madden* has far greater depth and options available, enough to beat *Rugby 2004* in the long term then.

1-0

ROUND 2: TACTICS

■ *Rugby* is much more about what to do with the ball once you've got it; but *Madden*'s bewildering amount of plays and tactics mean that its by far the more strategic game. Insanely so, in fact.

2-0

ROUND 3: GRAPHICS

■ *Rugby*'s ropey presentation lets it down badly. It's quintessentially English – solid, dependable, a little shabby – when put next to the all-singing *Madden*'s sturm und drang.

3-0

ROUND 4: LIFESPAN

■ *Rugby 2004* offers seven tournaments; whereas *Madden*'s mind-bombingly detailed Franchise mode beats it hands-down for both interest and sheer length (and there's millions of other modes as well).

4-0

ROUND 5: REPLAY VALUE

■ Once again, the sheer amount of options and modes in *Madden* mean that you're more likely to come back to it than *Rugby* – unless – crucially – you enjoy the sport of Rugby more than American Football.

5-0

ROUND 6: SOUND

■ Both games feature above-average commentaries, but the *Rugby* commentary sounds that little more familiar and therefore believable. Otherwise, it's pretty much down to your taste in music. One for *Rugby* then, Yesss!

6-1

ROUND 7: UNIT AI

■ Players in *Rugby 2004* jerk and move in an unconvincing manner, piling into a scrum as if someone's just farted in it. *Madden*'s players barge and sack in brutal, incisive fashion, appearing to do what they mean to.

7-1

ROUND 8: MULTIPLAYER

■ *Rugby*'s co-op mode and more traditional multiplayer content is entertaining, but *Madden* is ONLINE. This'll only appeal to a small amount of people, to be sure, but the facility is there and it's impressive.

8-1

ROUND 9: MISSION VARIANCE

■ Both games are all about playing one type of sport again and again... and again. But *Madden*'s challenge-style Mini Camp extras offer more variety – even the Training mode has more to it.

9-1

ROUND 10: CUSTOMISATION

Gah! *Rugby 2004* has team and player tweaking facility. But *Madden* lets you build YOUR OWN STADIUMS. Yanks, eh? Bigger and better.

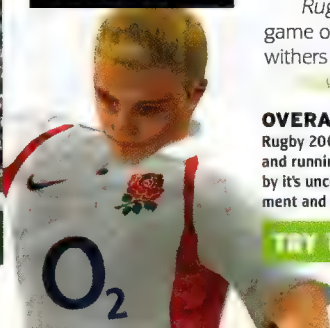
10-1

THE WINNER

■ *Madden*, without a doubt. It's more in all possible senses. *Rugby 2004* is perfectly respectable and good fun but *Madden*, as a PS2 game, is an order of magnitude beyond it.



SCRUM-TIOUS: Flinging the ball out to the wing is always a treat – if it works.



REVIEWS

THE ESSENTIAL PSM2 VERDICT ON EVERY NEW RELEASE



OUT UK SEPTEMBER

WARHAMMER 40,000: FIRE WARRIOR

Say your prayers, soldier – it's Games Workshop for people who like their gaming unleaded.

REVIEWER: Joel Snape

Drybrushing. Saving throws. D100s. Paint fumes. That thin film of stuff you get on your fingers if you oversqueeze a tad on the polystyrene cement. The connection? They're all potential hazards of the Games Workshop 'lifestyle' that you can avoid simply by playing *Fire Warrior*. Sounds great – after all, there's no denying the appeal of the Gothic architecture and intergalactic war that's the cornerstone of the 40k universe.

In *Fire Warrior*, you take the role of a Tau warrior, a relatively recent addition to the 40k canon. This is good because you get to fight against the Space Marines – the protectors of humanity you might remember from *Space Hulk*.

It's bad because the Tau are crap – moon-faced aliens toting guns girlier than water pistols loaded with mascara. *TimeSplitters* has laser weapons that belch out great pulses of laser death – why can't this? Worse, there's little reason to swap weapons, even though you're restricted to

"SPACE MARINES STAND IN ONE PLACE, WHILE YOU SHOOT THEM UP THE ARSE"

carrying two at a time. Shotguns are crap. Sniper rifles are crap and slow. Machine guns create so much muzzle flare that you can barely see. Boltguns are OK, but they take so long to reload that you'd have to be monumentally stupid to get hit by them, and... hang on a minute.

See, the human forces turn out to be a bit crap as well. The commissars, for instance, have got roughly two animations (three, if you count not reacting to getting hit): prancing after you waving a chainsaw, and falling over dead. The Imperial Guards' idea of a surprise attack seems to be

running through the door you're pointing at in single file, and their flanking manoeuvres usually consist of dancing about on top of a bridge somewhere. Space Marines tend to stand in one place, slooowly firing, while you dance around and shoot them up the arse with your pixie-dust



NO IFS, NO CUTS: You get a blade for close-combat situations – shame the enemy troops don't even react to getting slashed.



RAIL AWAY: The rail gun's utterly lethal and comes with an area effect. It hardly seems fair to use it.



PORTAL COMBAT: Which door do you use? Simple – the only one that opens when you walk up to it. T'choh.

INFO

- CODE TESTED**
PAL (UK)
- DEVELOPER**
Kuju
- PUBLISHER**
THQ
- GAME TYPE**
FPS
- PRICE**
£39.99
- ESSENTIALS**
1-4 players, MultiTap, DualShock 2, Memory Card.

PlayStation 2

DETAILS

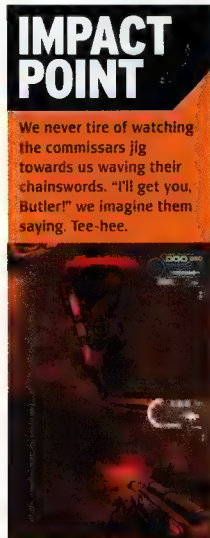
- 17 weapons. Some with secondary fire.
- 21 levels.
- 22 types of enemy from the 40k universe.

WARHAMMER 40,000: FIRE WARRIOR

"THEY HAVEN'T EVEN BOTHERED TO PUT ANY ORCS IN IT"



MECH LIKE A TREE: Enemy 'bots tend to just stand there while you charge at them.



IMPACT POINT

We never tire of watching the commissars jig towards us waving their chainswords. "I'll get you, Butler!" we imagine them saying. Tee-hee.



SHOT TO TROT: Most weapons are crap at range - think quantity, rather than quality of fire.

blaster. And nobody, anywhere, ever notices grenades. It doesn't say much for the galaxy's hardest defenders that the most frequent causes of death are getting shot by indestructible laser guns and accidentally falling down a pit while you're strafing.

The thing is, *Fire Warrior* isn't terrible. Thanks to the central game dynamic being plundered straight from (whisper it) *Halo*, you've got a shield that replenishes if you can just avoid fire for a few seconds, which makes for excellent tension as you crouch behind bits of scenery amid a hail of enemy lasers. If you're caught in a hail of fire you'll die almost immediately, but it's possible to sail

complete inability to use the melee attacks that exist everywhere else in the game. Huh?

But then it all takes a turn for the worse again. Most levels look like they've been designed by someone on work experience, intent on making you repeat the same basic action (kill three guards and hit a switch, say) anything up to five times in succession. Worse, they're stuffed with puzzles where the trickiest bit's working out that, yes, that rectangle is the Magenta Key, or, yes, that door that's identical to all the others is the only one that's going to open.

At the risk of overgeneralising - Games Workshop fans are the sort of people who aren't

"THE MOST FREQUENT CAUSE OF DEATH IS ACCIDENTALLY FALLING DOWN A PIT"

through room clearances unscathed. Later missions ramp up the involvement of other Tau, who often save your ass in set-piece battles that aren't predetermined - a step up from the likes of *Medal of Honor*. Even the deathmatch chugs along at a decent pace, albeit with some horrendously mismatched weapons (finding a railgun's like having God Himself on your side) and nowhere near enough ammo. Twinned with a

INSIGHT

Since 1996, more than \$500 million worth of little lead figures have been sold. Averaged out per year, that's more than twenty times the Gross National Product of Madagascar - in plastic Orcs and multi-sided dice. Honestly - we checked it on Google and everything.

suckered in by this stuff. Last time we checked, they were exactly the same people who prop up the till at Gamestation. It almost looks like THQ are banking on the strength of the licence - and then they haven't even bothered to put any Orcs in it. *Fire Warrior* feels like a missed opportunity. Still, at least you don't have to paint anything. **PSM2**

You don't have to wait 40,000 years - it's nearly in the shops

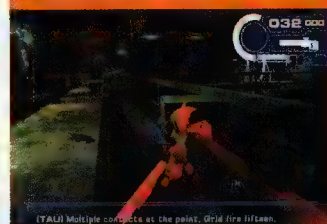
TAU WHOM IT MAY CONCERN

For the uninitiated, this is how it works - in the year 40,000, humanity's last hope are the Space Marines, spiritual nutter-warriors subdivided into categories like Chaplains, Librarians and Terminators. Among their enemies are the Eldar (like space-elves, with shuriken guns), Genestealers (a bit like Alien), Orcs (the space version of Orcs) and new race the Tau.



TAU FACED:

Pat. Relax, ladies



TAU TO TANGO: At least the Tau troops they take cover occasional



GO TO TAU-N: Sprinting into a pitched battle's a recurring theme - but it's fun



CHAOS CLOSED: The Chaos Marines are noted for their fancy headgear and love of maroon

INQUISITOR'S CHOICE

1 **TIMESPLITTERS 2**
Look at the Plasma Rifle, Kjuu - that's how you design a laser gun.

HALF-LIFE

Exactly how it should be done - great set-pieces, compelling plot and a beautifully balanced selection of weapons.

FIRE WARRIOR

The novelty value of shooting Space Marines might help - but there's nothing massively exciting to see here.

PSM2 VERDICT

GAMEPLAY

+ Decent enough shooting, good (ripped off) shield system.
- Tedious level design, idiot enemies, insulting puzzles.

GRAPHICS

+ Faithful representations of the Space Marines.
- Generic mining guards, awful weapon effects.

SOUND

+ Brian Blessed, Burt Kwouk and a merciful lack of gothrock.
- Um, it's actually quite good. Except for the bad guy

LIFESPAN

+ Big and tough, with four-player split-screen and online modes.
- You'd be mad to play it instead of *TimeSplitters*.

OVERALL

Miles better than shuffling tiny figures around on a big green board, but nowhere near the top rank of FPS shooters.

LEADEN

65

IMPORTREVIEWS

THE ESSENTIAL PSM2 VERDICT ON EVERY NEW RELEASE



HEADS YOU WIN:

A stunning moment in a stunning game as goof-boy Ronaldo stoops to conquer.

INFO

CODE TESTED

NTSC (Japan)

DEVELOPER

Konami Tokyo

PUBLISHER

Konami

GAME TYPE

Football simulation

PRICE

¥6,800

ESSENTIALS

1-8 Players, DualShock

2, Memory Card

PlayStation 2



DETAILS

Exhibition, Cup, League, Training and Master League modes – the Master League is now extended to four divisions.

65 national teams.

65 club teams.

Accumulate points in matches and spend them on new teams, players, strategies and editing options in the WE Shop.

OUT JAPAN NOW OUT UK NOVEMBER

WORLD SOCCER WINNING ELEVEN 7

As the new season kicks off, Konami's latest football genius arrives in the box with expert, Scholes-like timing. When Pele talked about the beautiful game, he was clearly referring to this.

REVIEWER: Lee Hart



BEAUTY AND THE BOAST: Some of the player likenesses are uncanny. Pity they couldn't get Scholes's ginger-tinge just right.

Let's not beat around the football-shaped bush. You've no doubt looked over the page and seen the ecstatic rating we've given the game, so we might as well 'fess up right now and move on – we absolutely adore *Winning Eleven 7*; it's good enough to make grown men weep like babies and we fully intend to drool all over it for the remainder of this review.

For anyone who doesn't know (where you been?), *Winning Eleven* is the Japanese title for our own *Pro Evolution Soccer* and this seventh instalment will be released in the UK in November as *Pro Evolution Soccer 3*. Apparently, *PES3* is going to be even better than *WE7* – we've been promised some tweaked player animations, updated team line-ups and a new commentary by Peter Brackley and Trevor Brooking. But it's gonna have to be pretty special to beat this baby, cos as it stands (and this probably goes without saying) *Winning Eleven 7* is undoubtedly the Greatest Football Game Ever Made™.

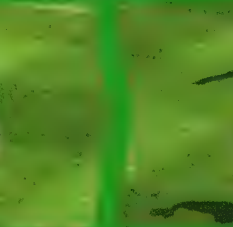
The previous holder of that title, *Winning Eleven 6: Final Evolution*, was rendered obsolete

THAT'S SKILLIANT!

Bamboozle the opposition and humiliate friends with these four fantastic *Winning Eleven 7* tricks.

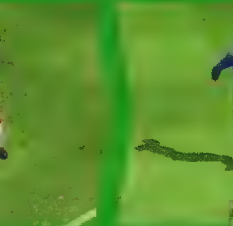
1. THE FLICKSPIN

With the ball arriving at around knee-height, press **RT** and push in the opposite direction to which you're facing to flick the ball over your head, spin round super-fast and collect it with it now facing the right direction. Best used with a defender just behind you.



2. THE SPINNING DRAG-BACK

Quite simple, this one, but clever all the same. Rotate the right analogue stick all the way through 360 degrees to step over the ball, and then spin and drag the ball back in front of you. The more skilful players like Zidane are experts at this.



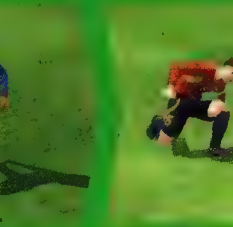
3. THE SHUFFLE

Hold down **RT** and push left or right on the analogue stick/D-pad to do a fancy side-step shuffle. Then pull back on the analogue to teasingly hop away from the defender, dragging the ball along with you. A Veron favourite, this, and it looks dead flash, too.



4. THE LOLLIPOP

This one's a bit more tricky, but extremely effective. Double-tap **RT** as you run to perform an alternating series of left and right step-overs, or as Big Ron would have it 'The lollipop'. Used properly, it's guaranteed to leave defenders floundering and your way to the goal left clear. He shoots...



after a single *WE7* match – such a fickle world is yer footie. The differences between the two aren't immense in terms of looks and features, *WE7* simply plays better. As for the current UK champ *Pro Evolution Soccer 2*, there's no going back. Yes we've been playing it non-stop for a year and raving about it at every opportunity but now, in comparison, it's like a child's version of football: way too easy and totally unrealistic, especially in terms of player movement.

It's difficult to explain why *WE7* is such a giant leap forward; to adequately describe how beautifully it plays, how it *feels* exactly like football. It's akin to discussing Giggsy's legendary FA Cup semi-final winner against Arsenal with someone who's never seen it. You can wax lyrical until the cows come home but until they've seen it with their own eyes, actually witnessed the poetry in motion, it's impossible to fully

UNITED HE STANDS: Not everything about the game is totally bang up to date – the Becks machine is still turning out for Man Utd.



IMPACT POINT

There's a fair few teams making their *Winning Eleven* debuts this year. The likes of Chievo from Italy and Spain's Real Sociedad appear following successful (real-life) league campaigns, but obviously, of most interest to UK gamers is the introduction of Premiership mid-tableers Tottenham, Everton, Fulham, Blackburn and Man Citeh. No Caledonian Thistle, though...



"IN COMPARISON, PES2 IS LIKE A CHILD'S VERSION OF FOOTBALL: WAY TOO EASY AND TOTALLY UNREALISTIC"

appreciate how incredible it is. That's the problem – *WE7* is so good it almost defies description. But we'll have a go...

First up, the most important reason behind the *Winning Eleven* success story is the player animation – effortlessly smooth, convincing

motion-captured movements as opposed to FIFA's jerky robotics. Now imagine a, say, 90% improvement in that standard and you'll have *WE7*. It really is that much better. Whereas before you basically ran in straight lines, now you bend your runs: cutting inside defenders, changing ►

MAN IN BLACK

The whistle blower plays a much more prominent role in *WE7*, so prominent in fact that Pierluigi Collina is rumoured to be the cover star for *PES3*. As well as the long-demanded introduction of the advantage rule – indicated by a big yellow symbol on-screen – there's also an option to set how harsh/benient you want the ref to be. We like them strict.



PLAY ON! We've moaned about its absence for years and now Konami has finally incorporated the advantage rule. Works well, too.



CARD SHARK: Stam finds out the hard way that a ref set too strict isn't gonna fanny about when you dive into challenges.

IMPORTREVIEWS

THE ESSENTIAL PSM2 VERDICT ON EVERY NEW RELEASE

THE WINNING ELEVEN

Clad in a Ron Atkinson cast-off sheepskin and naked as the day we were born underneath, we've gone into manager mode to select the greatest, most balanced, solid, creative, lethal footie team you'll ever see. Our choices are entirely based on *Winning Eleven 7* performances rather than any kind of personal bias (otherwise Roy Keane would be straight in there). It would take you ages to build up enough cash to buy this lot for your Master League side, but it'd certainly be worth the effort. This team doesn't just smell like victory, it totally frikk'n stinks of it.



1. GOALKEEPER GIANLUIGI BUFFON (JUVENTUS/ITALY)

The world's most expensive keeper and with good reason. Tall, agile, hands like shovels, Buffy's a brilliant shot stopper and he's extremely reliable on crosses.



BEND IT LIKE RONALDINHO: Adding dip and swerve aftertouch to your set-pieces is far easier than in previous games.



2. RIGHT BACK CAFU (ROMA/BRAZIL)

Slightly more defensive-minded than Bobby Carlos, the veteran Brazil captain is nevertheless a fantastic all-round full back, and he whips in a lethal cross, too.



3. CENTRE BACK JAAP STAM (LAZIO/HOLLAND)

Big, ugly, imposing – if Stammo doesn't knock you off the ball, he'll scare you off it. Dominant in the air and tidy on the deck, the Dutch colossus will never let you down.



4. CENTRE BACK FABIO CANNAVARO (INTER MILAN/ITALY)

Stam brings the physical presence, Cannavaro brings the finesse. An expert man marker, he keeps strikers in his pocket and cleans everything up around the box.



5. LEFT BACK ROBERTO CARLOS (REAL MADRID/BRAZIL)

Constantly bombing down the flank in support of the attack and so quick he never gets exposed, Bob's an automatic choice on the left.



6. RIGHT MIDFIELD PAUL SCHOLES (MAN UTD/ENGLAND)

With his long-range shooting and uncanny knack of arriving late in the box to get on the end of things, the wee ginger fella provides vital goals from midfield.



7. CENTRAL MIDFIELD PATRICK VIEIRA (ARSENAL/FRANCE)

Keane and Davids put up one helluva battle but in *WE7* at least, the gangling pin-headed Gooner is the ultimate all-action midfield general.



8. LEFT MIDFIELD ZINEDINE ZIDANE (REAL MADRID/FRANCE)

Failed to deliver in earlier versions, but *WE7* finally reflects the fact that Zizou is the world's best player. There isn't a single weakness in his game.



9. RIGHT FORWARD RONALDO (REAL MADRID/BRAZIL)

Ronnie just edges out the precision finishing of Madrid partner Raul thanks to his unstoppable combination of power, skill and net-bursting shooting ability.



10. CENTRAL FORWARD RUUD VAN NISTELROOY (MAN UTD/HOLLAND)

The goalscorer supreme. Holds the ball up and commits defenders outside the box, give him the ball anywhere and there's only one place it'll finish up.



11. LEFT FORWARD THIERRY HENRY (ARSENAL/FRANCE)

The game's fastest player, blessed with bags of skill and an unerring ability to keep possession of the ball, Terry is just as likely to create goals as score them.



HOT CROSS FUN: In the immortal rapping words of John Barnes: "There's only one way to beat them, get round the back."

player, the better he'll be at performing the trick – the first time we did it with Zidane to squeeze between two onrushing defenders was a moment of almost orgasmic pleasure.

As for the rest of the gameplay, short passing is faster, slicker and, on the higher difficulty levels, no longer guaranteed to go directly to your nearest player – you're in control, it's up to you to hit an accurate pass. Long balls are an absolute delight; slow and floaty in previous games, now you can ping crossfield passes straight to your winger's feet. The AI is vastly superior, most obviously in the way your team-mates move off the ball – for example, wide men will now make overlapping runs rather than letting the front two

INSIGHT

The Create a Player option has reached new levels of *This Morning* makeover-style insanity. As well as sensible stuff like tweaking skill ratings, you can also choose hairband colour, ankle tape on/off and face mask style. What's next: Pube curliness (1-8)? Don't answer that.

get on with it. Control is tighter, turning is sharper, shooting is more responsive. In fact, you name it and it's been tweaked to (just about) perfection.

And we haven't even mentioned the new range of automatic manoeuvres. Depending on the circumstances and the player you're controlling, there's a variety of stunning moves that might occur. This one time we played a short ball into Van Nistelrooy who had Sol Campbell all over his back. In one breathtaking, seamless movement, the Dutch master flicked the ball into the air, spun away from Campbell and brought the ball down with his knee, setting up a clear run into the box and an easy finish. We've even witnessed Heskey backheel-flicking the ball over a defender and lashing it home on the volley (so the game isn't all that realistic, then).

"LONG BALLS ARE AN ABSOLUTE DELIGHT - NOW YOU CAN PING CROSSFIELD PASSES STRAIGHT TO YOUR WINGER'S FEET"



TURNED OUT NICE: A quick Cruyff turn in the box is ideal for losing defenders and gaining vital space.



KEEPING IT REAL: Even the keeping styles are spot on – flappers like James and Casillas (above) will always look to punch rather than catch.

REPLAY

WORLD SOCCER WINNING ELEVEN 7

"FOOTBALL AS IT'S MEANT TO BE PLAYED"



TAKE ON ME

Remember *Libero Grande* on PSone? Someone at Konami clearly does cos they've only gone and taken that game's **BIG IDEA** – you control just one player instead of an entire team – and stuck it in *WE7*. Simply choose who you want to 'be', a central midfielder like Keano is your best bet because he's ideally positioned at the heart of the action. Set the camera to the widest view available so you can see as much of the pitch as possible, and off you go. It's a decent little diversion but frustration starts to boil as soon as 30 seconds go by without you touching the ball.



CONTROL FREAK: Move the P1 cursor next to the name of the player you want to control then get stuck in to the match.



ACTION STATIONS: Take our advice and choose a midfield dynamo to ensure you're always right at the thick of the action.

HENRY'S PHAT: The French play with an arrogant swagger, the English charge around like headless chickens, the Scots always lose and the Argentinians go down. A lot.

IMPACT POINT

Certain high-profile players, such as Becks, Zidane, Bobby Carlos and Ronaldo have had their unique playing styles captured to perfection. For example, Zizou (pictured below) dribbles with the ball on the outside of his foot, enabling him to keep it as far away from the defender as possible.



stadiums and players to new strips and hairstyles. It's a great idea and yet another incentive to keep playing (like we needed one).

If you believe the whispers coming out of Konami UK, *Pro Evolution Soccer 3* is going to edge out *WE7* at the top of PS2's footie league. But even if the claims turn out to be true, there's something hugely appealing about owning this Japanese version of the game. Maybe it's the incomprehensible menus or the charming over-exuberance of the commentary, but *WE7* does more than simply offer the most entertaining, most realistic game of football known to man. It also captures the essence of the sport: the crazy passion, the immense highs, the obsessional commitment. If you love football you'll love *Winning Eleven 7* – and we can't pay it any higher compliment than that. **PSM2**

If you've got import, you can buy it now.



SIGHT FOR SORE THIGHS: There are more stadiums available than ever and they all look spine-tinglingly authentic.

Even the consistent flaws of the earlier games have been eradicated. Players idiotically knocking the ball out of touch instead of putting their foot on it? That annoying pause while your player decides whether to give chase after a failed challenge? Both gone. It's like they never existed. Perhaps more than any other game, options and features are secondary here – this is football as it's meant to be played and Konami doesn't need to distract us with a load of bells and whistles. *WE7* lacks the correct team names, player monikers and kits that *FIFA* boasts but the wronged-up names can easily be edited and we're promised that proper UK *Pro Evo 3* will even fix this – let's face it – minor niggle.

Game modes haven't changed a great deal from the earlier titles. You've still got the basic range of cup and league tournaments but Master League has been extended to four divisions (making it even more dangerously life-consuming) and the training option has far greater depth. The biggest new feature is the *WE Shop*. Here you can spend points earned in matches on all kinds of goodies, from extra

MANAGER'S CHOICE

- 1 **WINNING ELEVEN 7**
The pinnacle of videogame football. Captures the feel of the sport better than any other game.
- 2 **PRO EVOLUTION SOCCER 2**
Still the UK's finest footie sim, but alongside *WE7* it looks tragically past its best.
- 3 **FIFA 2003**
Flawed but good fun. This is the most playable *FIFA* game for ages.

PSM2 VERDICT

GAMEPLAY

- + Instantly playable but the game's depth is almost limitless
- Like football! No really, EXACTLY like football!

GRAPHICS

- + The souped-up animation is smoother than Kyle's bumskin
- Stadium and player likenesses are better than ever

SOUND

- + Stunning match atmosphere plus electro popstastic menu music
- The Japanese commentary is smashy speedo

LIFESPAN

- + Master League will keep you playing till *WEB* arrives.
- You'll never, ever tire of ultra-competitive multiplayer sessions.

OVERALL

The greatest, most realistic football simulation and *PES3* (the UK game) will be a slight improvement come November. Can you wait?

FOOTBALL HERO

96

REVIEWS

THE ESSENTIAL PSM2 VERDICT ON EVERY NEW RELEASE



INFO

- CODE TESTED PAL (UK)
- DEVELOPER Zeno Interactive
- PUBLISHER EA
- GAME TYPE Strategy
- PRICE £39.99
- ESSENTIALS 1 Player, Memory Card, DualShock 2

PlayStation 2

ALIEN VS. PREDATOR: EXTINCTION

DETAILS

- Three races to battle as: Aliens, Predators and Space Marines.
- 21 levels split across three different seven-level campaigns.
- Full tutorials.
- The ability to spend credits and upgrade your units.



BOSS A NOVA: The first boss is essentially a little chap on huge wooden stilts - rockets are the way forward, but have limited lifespans.



SKULL THUGGERY: It's all about claiming heads as macabre trophies as far as the Predators are concerned. Ewww...

OUT UK NOW

ALIENS VS PREDATOR: EXTINCTION

Another Alien spin-off. At this rate we'll need a (ahem) Geiger counter to keep track of them all.

REVIEWER: Jonathan Bryant

Finally an Alien game, but not the Alien game we were initially expecting. About two years ago PSM2 went hands-on with a title called *Aliens: Colonial Marines*. It was early doors as far as the code was concerned but, for an FPS/squad-based shooter, it was looking mighty fine. EA tied their name to the project and we used up countless column inches saying 'one to watch'. Then the drip feed of info dried, the project bombed and we receive this OK real-time strategy in its place. The final straw in this sorry tale is when the code that arrives for review is a finished boxed copy of the game - a surefire indication that a stinker is about to be unleashed...

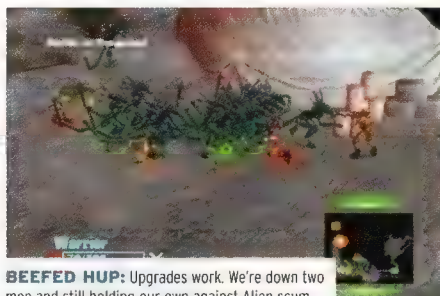
If you got this on day one expecting something along the lines of *Alien Resurrection* then you'll have already

swapped this for a copy of *Half-Life*. If, however, you know your waypoints from your respawn points then you're probably having a reasonably enjoyable time. It's a streamlined RTS minus the base building and heavy resource management but, to its credit, it does what it does OK.

The controls are perfectly tailored to the DualShock 2, with all the usual 'box drawing to group units' dropped in favour of a growing ball of influence. Sounds weird, we know but it works a treat. The longer you hold **X** the more the highlight sphere grows and the more troops will acknowledge your next order. There's also a

INSIGHT

News of an Alien 5 movie is confined to rumours at the moment. It's said that it'll either a) happen entirely on Earth, or b) be about an Alien vs a Predator which, when you think about it, doesn't leave a lot of scope for dialogue or another starring role for Sigourney Weaver.



BEEFED HUP: Upgrades work. We're down two men and still holding our own against Alien scum.

credits driven upgrade system that allows you to improve the abilities of your troops. How this happens differs between races. While the Aliens gain infestation points for impregnating anything, the Marines receive dollars for repairing atmosphere processors. A nice touch until you discover that units can only be upgraded once.

The sense of limitation increases with the fact that there are only seven missions per race complemented by a save anywhere option. So, while regularly backing up your progress avoids retries after mission failures, it also means you'll have this completed within days. For the strategy hungry among you, though, it is without doubt a lifeline. Kicker is, it's attached to a nebulous future where only *Dynasty Tactics 2* lies in wait. **PSM2**

In the shops now and the only true old style RTS you'll see this side of 2004.

SPUNKMEYER'S CHOICE

1 CONFLICT ZONE

It's cheap as chips, but looks like the paper you've eaten them from.

2 KESSEN 2

Better and more detailed than its sequel, this is high on epic struggles but low on looks.

ALIEN VS PREDATOR: EXTINCTION

The load times will make friends with no-one. Gameplay's varied, though.

PSM2 VERDICT

GAMEPLAY

Each race has its own objectives and style of handling
- You'll soon exhaust the upgrades on offer.

GRAPHICS

The renders during the arduous load screens are pretty
- Only just serviceable with more pop-up than a jack-in-the-box.

SOUND

Cinematic score and six from both the Alien and Predator films.
- The constant clicking of Marine technology will send you spare

LIFESPAN

Go for all the secondary objectives and you'll add a few hours.
- "That's it. Game over maaaan," in under a week.

OVERALL

Like RTS? Then be moderately amused by this. It's got the name, but beneath the licence it's a load of empty egg sacks and gunk.

58

ENDANGERED



PSM2 GAMER'S LOUNGE

MAX. SMART/MIN. EFFORT

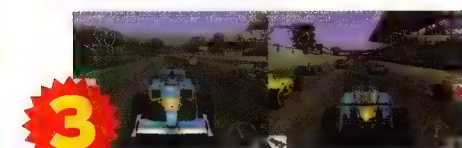
This month we've been playing *Winning Eleven 7* religiously. And when we say religiously, we're talking like a Franciscan order of monks, not some happy clappy weekenders out for a sniff of Communion wine. The game's possessed us, it's made lunchtime automatons where once there were men. But do we mind? Do we heck as like. There was doubt among us that nothing could ever beat the fan level mode that became affectionately termed *Super PES* in these parts. But where's that now? Languishing in the bottom of Dan D's drawer as we spin on the ball and Cruyf turn our way to victory. If we were EA right now, we'd be bricking it.



2

TOMB RAIDER: TAOD

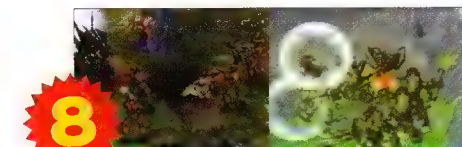
We could have had *Eye Toy* here but, frankly, this is a much bigger story. Lara ousted from the top after a couple of weeks. And the US chart entry speaks volumes too, with the ancient *Enter the Matrix* keeping her from the glory slot.



3

FORMULA 1 2003

Just goes to show what a timely launch and an anal attention to detail can do. Oh, and the fact that EA aren't in the running this year. And that near perfect handling. And the new rule set. And...



8

ALIEN VS PREDATOR EXTINCTION

Are you all barmier than the abandoned girl child from LV426? At best, this is an OK real-time strategy title but... in at number eight?! Obviously IQs have radically dropped in the past few weeks.

CHARTS FOR MONTH ENDING 21ST AUGUST

PS2 TOP 20

Good to see the chucklesome *Futurama* arriving so high in the rankings, while the return of *GTA: Vice City* proves a contagion that no number of new entries will ever clear. *Alien vs Predator: Extinction* in at eight, though? What were you thinking?!

Position	GAME NAME	Publisher	Developer
1	Eye Toy: Play	SCEE	SCEE
2	Tomb Raider: The Angel of Darkness	Eidos	Core Interactive
3	Formula One 2003	SCEE	SCEE
4	SOCOM: US Navy Seals	SCEE	SCEA
5	Enter The Matrix	Atari	Shiny
6	Grand Theft Auto: Vice City	Rockstar	Rockstar
7	Hulk	Vivendi	Radical
8	Aliens vs Predator: Extinction	EA	Zono Interactive
9	Futurama	SCI	UDS
10	Tiger Woods PGA Tour 2003	EA	EA
11	Tom Clancy's Splinter Cell	Ubi Soft	Ubi Soft
12	The Sims	EA	EA
13	Dancing Stage MegaMix	Konami	Konami
14	Starsky & Hutch	Empire	Empire
15	Midnight Club 2	Rockstar	Rockstar
16	Dynasty Warriors 4	Koei	Koei
17	World Championship Snooker	Codemasters	Blade Interactive
18	Def Jam Vendetta	EA	EA
19	Return to Castle Wolfenstein	Activision	Raster
20	The Getaway	SCEE	SCEE

JAPANESE TOP 5

1	Shutokou Battle 01	Genki	Genki
2	Jikkyou Powerful Pro Baseball	Konami	KCEJ
3	Prince of Tennis	Konami	KCEJ
4	Eve Burst Error Plus	Game Village	Seaware
5	SOCOM US Navy Seals	SCEA	SCEA

US TOP 5

1	Enter The Matrix	Infogrames	Shiny
2	Tomb Raider: The Angel of Darkness	Eidos	Core Interactive
3	Hulk	Vivendi	Radical
4	NBA Street 2	EA	EA
5	Midnight Club 2	Rockstar	Rockstar

PSM2'S TOP 5IVE

What's been wearing out our PS2's



1. Winning Eleven 7



2. Jak 2: Renegade



3. Colin McRae 04



4. Freedom Fighters



5. Dredd vs Death

DVD REVIEWS

THE ESSENTIAL PSM2 VERDICT ON EVERY NEW RELEASE



NEO MODEL ARMY: Whatever else we've said, it still looks as stylish as ever.

OUT UK 14TH OCTOBER

THE MATRIX RELOADED

The Matrix has us all over again... but does it match the original?

STARRING ... Keanu Reeves, Carrie-Anne Moss, Laurence Fishburne, Hugo Weaving, Monica Bellucci, Gloria Foster, Harold Perrineau Jr, Randall Duk Kim, Jada Pinkett Smith
DIRECTOR ... The Wachowski Brothers
CERTIFICATE ... 15
PRICE ... £26.99



The law for sequels tends to work out thus: if the first film was a big success (and few were more successful than the pop-culture infecting original Matrix), the follow-up must deliver bigger, better and more of everything. Well, two out of three isn't bad... In truth, it was going to be an impossible task to follow The Matrix. But at least Reloaded was created by the Wachowski brothers and features

Earth's crust to find and destroy it, the rebellion is panicked and split. Some, like Morpheus (Laurence Fishburne) still believe that Neo can save them all. Others are more than a little sceptical. Including Neo himself. Struck with a crisis of confidence, Neo worries that he doesn't know what he's supposed to do and whether he can actually save his species. Oh, Neo's worst enemy, Agent Smith (Hugo Weaving)'s back – no longer a law-keeping software program patrolling the Matrix, he's now a free roaming agent of chaos, with a nifty new line in cloning...

With all that going on, and knowing how well the first film re-invented a lot of the action movie rules, it was right to expect something special from Reloaded. The problem was, it couldn't ever quite deliver. Certainly, there are some amazing action set pieces, including the 14-minute

do ask that they be entertaining in between the set pieces. And it's here that Reloaded fails miserably, parading scenes that waver between the embarrassing (the Merovingian chocolate cake moment is particularly bad) and the downright dull, exposition heavy "architect" speech, which stops the film dead in its tracks just when it should be ramping up for the finale. Reloaded also suffers from being in the middle of the trilogy – unlike LOTR's The Two Towers, it never overcomes this tricky problem. It just offers up a mostly dull cliff-hanger that won't have you salivating to see the next part. That's left up to the action-packed trailer tagged on to the end credits. Still, Reloaded's trailer was awesome; the film merely OK. Anyone worried about Revolutions? **PSM2**

INSIGHT

- Actress/singer Aaliyah was to play Zee, but was killed in a plane crash shortly into filming.
- They built the highway on a disused naval base so they could have it all to themselves.
- The script was codenamed The Burly Man – the film that Barton Fink is working on in that Coen Brothers' movie.

"A DULL CLIFFHANGER THAT WON'T HAVE YOU SALIVATING TO SEE THE NEXT PART"

all of the original lead cast, plus a host of new arrivals. We're thrown back into the action six months after the original film ended. Neo (Keanu Reeves) had realised his destiny to be 'The One' who can manipulate the artificial Matrix world. But things have not been going the humans' way completely – the machines that made slaves out of us all have located the last free stronghold of humanity – the oft-referenced city of Zion. With an army of battlebots digging through the

highway chase and Neo's clash with one or two (or a hundred) Agent Smiths.

NEO REALISM

But you've got to worry when a pair of directors, who so skillfully inserted all manner of biblical and philosophical musings into their first film, find it necessary to overload the sequel with all manner of guff about choice, fate, destiny and reality. We don't ask that action films be utterly stupid, but we

CYBER CHOICE

- 1 **THE MATRIX**
The original movie that spawned a million pretenders, and still champion.
- 2 **THE MATRIX RELOADED**
Sadly, the second shot at magnificence isn't quite as good...
- 3 **AKIRA**
Anime's big cyberpunk classic.

PSM2 VERDICT

EXTRAS

Preload - behind the scenes overview The Matrix Unfolds - pop culture doc The Freeway Chase - behind the scenes What Is The Animatrix? doc 2003 MTV Movie Awards Matrix Reloaded parody Get Me An Exit - Matrix-inspired advertising Weblinks to the official Matrix website.

OVERALL

Admittedly great action scenes which are undercut by some patchy filler. This is one sequel that needed its script reloading.

LOCK AND RELOAD

55

OUT UK 6TH OCTOBER

FINAL DESTINATION 2

You've got death on your tail... Just watch out for those knives, that frying pan, that truck...



STARRING

AJ Cook, Ali Larter, Jonathan Cherry, Keegan Connor Tracy, Michael Landes, Sarah Carter, Terence Carson

DIRECTOR
CERTIFICATE
PRICE

David Ellis
15
£19.99



The original Final Destination sprang out of nowhere in the summer of 2000. No one saw it coming – after all, it had all the signs of a cheesy, Scream-alike horror. A pack of good-looking American teens get butchered

one by one. Yup, all the hallmarks. But then writer/directors Glen Morgan and James Wong took the format and gave it an almighty tweak. It wasn't some masked loon offing the Hollyteens. Nope, after cheating death by getting off a plane before it crashed, the characters had incurred the wrath of fate itself. Which set the scene for a truckload of inventive kill scenes, using all manner of handy household items (showers, electric radios, a kitchen, a train). By the end of it, only two of the leads were left standing.

So the question becomes – how do you follow a film like that when everyone knows your

biggest selling point

already? The producers of Final Destination 2 didn't panic – they simply rolled up their sleeves, ditched the character development and concentrated on exactly what the audience wanted to see – more and better deaths for the cast. And this time, as opposed to the moody, lurking creepiness of the original, they're playing for laughs. Yes, kids, death can be high-larious!

INSIGHT

- John Denver's 'Rocky Mountain High' plays before two of the deaths.
- The sanatorium holding Clear Rivers is the same one as in Halloween Resurrection.
- All the characters' surnames are '70s horror directors – Corman, etc.

PLOTING DOOM

The smartest move was hiring director David Ellis, who worked as Second Unit (ie, action) director on The Matrix trilogy. When your film opens with its lead having a vision of a car pile-up, you'd better have someone who knows what they're doing directing the chaos. Cars smash, blood spurts and any number of inventive accidents occur in within three minutes. And once our leads survive, then the madness can begin again. Clear Rivers, now the only survivor from the original, reveals the exposition and it's off to the races as our heroine tries to cheat death.



FINAL TAP: The girls look a bit nervous about their imminent death-dodging.

Of course, it goes completely over the top. And to be honest, it does start to drag. It's only the light touch with which the film treats its subject matter that keeps it from overwhelming the plot. You won't give a damn about who lives or dies, but then that isn't the point. This won't appeal to anyone looking for quality film-making, but it is a hell of a lot of fun. Just don't watch it in the bath. Or near a cliff. Or on a motorway... **PSM2**

DEATH'S CHOICE

1 FINAL DESTINATION

The first, and in our mind, superior, thrill-kill flick.

FINAL DESTINATION 2

Follows a close second to the original.

SCREAM

Wes Craven reinvents horror.

PSM2 VERDICT

EXTRAS

Audio commentary from director David Ellis, producer Craig Perry, and screenwriters Eric Bress and J Mackye Gruber. Deleted scenes. The Terror Gauge featurette. Cheating Death: Beyond & Back featurette. Trailers. Extended takes. Original theatrical trailer.

OVERALL

A dumb kill-fest that doesn't match the original in terms of shock value, but keeps its charm by never getting pretentious.

60

SEMI-FINALS



THE WEST WING COMPLETE SEASON 2 BOX SET



STARRING

Martin Sheen, Rob Lowe

DIRECTOR

Various

CERTIFICATE

15

PRICE

£59.99



Yes, we do keep going on about it. But The West Wing IS the best-written show on the telly. It's also one of the funniest, and this Second Season is even better than the first. With breathing space between seasons to figure out exactly what needed to change and what was working, creator Aaron Sorkin (when he wasn't hitting the magic mushrooms) was firing on all cylinders, pumping out perfect scripts for his classy cast. Don't know a thing about American politics? Don't panic – you don't need to. This is top telly. **PSM2**

89



2FAST 2FURIOUS



STARRING

Paul Walker, Tyrese Gibson

DIRECTOR

John Singleton

CERTIFICATE

12 TBC

PRICE

£19.99



Going even further towards being a big ol' videogame than the original ever was, 2Fast 2Furious ditches even the smallest attempts to develop its characters and gets on with plenty of OTT car chases and smashes. The cars are the stars here, which is helpful when your leading man is a lump of wood called Paul Walker. There's some plot nonsense about drug money laundering and street racing. But we all know why these films are enjoyable – fast cars and sexy people. Brain in neutral, adrenal gland in top gear, enjoy. **PSM2**

62

ALSO RELEASED

PHOENIX NIGHTS SERIES 2

Released 6th October Cert 18 Price £19.99

Peter Kaye's "Phantom of the optics" Brian Potter is back with his shoddy northern mates. Sweet baby Jesus and the orphans will you laugh. **92**

ONCE UPON A TIME IN THE WEST

Released 6th October Cert 15 Price £19.99

One of Sergio Leone's greatest spaghetti Westerns finally hits DVD. Gun-totin' cowboys battle for a woman's honour... Yee-ha! **86**

IGBY GOES DOWN

Released 13th October Cert 15 Price £19.99

It's a Macaulay Culkin sibling (Kieran) in not-crap shocker! He's Igbly, a morose youth out to make his way in the world. Worth a watch. **65**

OLD SCHOOL

Released 13th October Cert 15 Price £19.99

From the director of Road Trip comes this college-com about three losers setting up a frat house. It's funnier than it sounds – honest. **58**

M: SPECIAL EDITION

Released 6th October Cert PG Price £19.99

A moody classic from Fritz Lang about the hunt for a child killer. This special edition now comes loaded down with special features. **80**

A MAN APART

Released 6th October Cert 18 Price £19.99

A Vin Diesel flick so dodgy it sat on the shelf for almost two years before being released after he hit it big. Avoid this tosh. **30**

COMING SOON



THE LORD OF THE RINGS: THE TWO TOWERS
4-DISC SPECIAL EDITION
18th November
£34.99



THE CORE
3rd November
£19.99



THE SOPRANOS: SEASON 4
3rd November
£99.99

NEW & IMPROVED

HOW IT WORKS...

As a complete A-Z and we've even pulled out the best of every genre for quick comparison. We've even included some choice import titles that might appeal to gamers who moody machines, and as an indication of what's coming to your PS2 soon.

YOUR EASY GUIDE TO PSM2'S PAST REVIEWS - UPDATED EVERY ISSUE

ABSOLUTE PS2

Your one stop guide to every game PSM2 has ever reviewed. Absorb these words and never buy a rubbish game again.

2002 FIFA WORLD CUP
Publisher: EA Issue: #24
Nearly great but too much focus on individual flair.

4X4 EVOLUTION 2
Publisher: Take-2 Interactive Issue: #36
A jerky, coasting monstrosity of a game.

7 BLADES
Publisher: Konami Issue: #72
An action-lead game that'll satisfy slash-em-up fiends.

18 WHEELER
Publisher: Konami Issue: #36
Simplistic, one-dimensional and extremely dull racer.

ACE COMBAT 4: SHATTERED SKIES
Publisher: Namco Issue: #80
Superb in places with some genuinely thrilling moments.

ACTIVISION ANTHOLOGY
Publisher: Activision Issue: #40
A miserable collection of games.

AGE OF EMPIRES 2
Publisher: Konami Issue: #76
Overflowing with tactical subtlety.

AGGRESSIVE INLINE
Publisher: Acclaim Issue: #83
Very entertaining. Almost a contender to the Hawk crown.

AIRBLADE
Publisher: SCEA Issue: #77
Not deep enough to offer limitless trick potential.



CHAOS LEGION

ALEX FERGUSON'S PLAYER MANAGER
Publisher: SCEA Issue: #65
Thorough and insightful, but could get up your nose.

ALL-STAR BASEBALL 2004
Publisher: Acclaim Issue: #67
2004 could have just as much fun without your participation.

ALONE IN THE DARK: THE NEW NIGHTMARE
Publisher: Atari Issue: #66
Dumps any originality for lumpy familiarity.

APE ESCAPE 2
Publisher: SCEA Issue: #80
Exactly like the original, only bigger and more attractive.

AQUA AQUA
Publisher: SCEA Issue: #71
A solid, if slightly small, puzzler.

ARCTIC THUNDER
Publisher: Namco Issue: #58
Extremely average arcade snoot-and-race effort.

ARMORED CORE 2: ANOTHER AGE
Publisher: Namco Issue: #56
Bigger does not mean better - there's just more flaws.

ARMY MEN AIR ATTACK: BLADE'S REVENGE
Publisher: SCEA Issue: #47
Encouraging, but looks terrible and it's very linear.

ARMY MEN R.T.S.
Publisher: SCEA Issue: #56
One-dimensional combat melts any long-term appeal.

ARMY MEN: SARGE'S HEROES 2
Publisher: SCEA Issue: #40
A lazy banged-together rehash of established concepts.

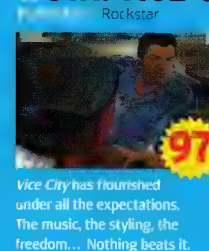
ATV OFFROAD FURY
Publisher: SCEA Issue: #70
A pity that SCEA didn't compromise on the realism.

ATV QUAD POWER RACING 2
Publisher: Acclaim Issue: #68
A fine effort, but similar to many older racers.

AUTO MODELIST
Publisher: Capcom Issue: #28
PS2's best arcade racer - but still doesn't beat GT.

THE TOP 5... ACTION

1. GTA: VICE CITY



GRAND THEFT AUTO 3
Publisher: Rockstar Issue: #97
GTA3's vast scope and tiny touches are some of the most impressive on PS2. So little time, so much trouble to cause.

METAL GEAR SOLID 2: SUBSTANCE
Publisher: Konami Issue: #78
If you haven't got the original MGS2, get this. That score is a guide for those who've played the original to bits, see?

SPLINTER CELL
Publisher: Ubisoft Issue: #91
The ultimate 'boys-with-toys' action adventure that makes the leap to PS2 seem effortless.

DEVIL MAY CRY
Publisher: Capcom Issue: #90
A brilliant ad for PS2, but it lacks the long-term appeal of an all-time classic. Out now on Platinum, so give it a go.

THE TOP 5... ADVENTURE/RPG

1. FINAL FANTASY 10

Publisher: SCEA



The biggest, most life-swallowing RPG of them all. Yes, it's all random battles and cutscenes, but it's great.

DARK CHRONICLE
Publisher: Virgin Interactive Issue: #90
Debatable better than FF10 but edged out in pomp and presence. Sixty hours in, we're still loving it.

KINGDOM HEARTS
Publisher: Square Issue: #68
A cool Disney game (thanks to its makers, Square). Big, funny, touching and not just for kids.

FINAL FANTASY 10-2
Publisher: Square Issue: #83
Brilliant (cash-in?) re-working of FF10 but not strictly new enough, and ultimately not as good as the original.

DARK CLOUD
Publisher: Sony Issue: #81
The game that came before Chronicle is now totally outclassed. Clever but odd 'make your own town' gameplay.

BALDUR'S GATE: DARK ALLIANCE Publisher: Virgin Interactive Issue: #70 Fast, good-looking and addictively fun to play.	CEL DAMAGE OVERDRIVE Publisher: Namco Issue: #50 Flat and messy, but hey, it's cheap.
BARBARIAN Publisher: Virgin Interactive Issue: #66 Fun, but basic beat-em-up. No contest for Tekken.	CENTRE COURT: HARD HITTER 2 Publisher: Virgin Interactive Issue: #62 Underwhelming and flawed.
BASS STRIKE Publisher: Virgin Interactive Issue: #64 A bit ropey looking and retro but competent.	CHAOS LEGION Publisher: Acclaim Issue: #86 Great Japanese action/shooter that trounces DMC2.
BATMAN VENGEANCE Publisher: Virgin Interactive Issue: #48 Super-game turned super-villain thanks to daft level design.	CHOPLIFTER: CRISIS SHIELD Publisher: Virgin Interactive Issue: #85 Ill-balanced, stressful, throwaway gaming.
BATTLE ENGINE AQUILA Publisher: Virgin Interactive Issue: #78 Masterful looks, with skies full of fire.	CIRCUS MAXIMUS: CHARIOT WARS Publisher: Virgin Interactive Issue: #55 Gimmicky racer with paper-thin novelty value.
BEN HUR: BLOOD OF BRAVES Publisher: Microcave Issue: #42 Good idea, badly executed.	CITY CRISIS Publisher: Virgin Interactive Issue: #62 The lack of variety extinguishes the long-term appeal.
BIG MUTHA TRUCKERS Publisher: Virgin Interactive Issue: #79 Rootin' tootin' redneck haulage fun.	CLOCK TOWER 3 Publisher: Virgin Interactive Issue: #59 Some nice touches, but limited gameplay.
BLADE 2 Publisher: Virgin Interactive Issue: #51 By the numbers hitting that doesn't capture the film.	COLIN MCRAE RALLY 3 Publisher: Codemasters Issue: #88 McRae's long-awaited PS2 debut is a triumph.
BLOOD OMEN 2 Publisher: Virgin Interactive Issue: #79 A horror romp with great atmosphere and visuals.	COMMANDOS 2: MEN OF COURAGE Publisher: Virgin Interactive Issue: #79 A gripping balance of action and strategy.
BLOODRAYNE Publisher: Virgin Interactive Issue: #67 Stick with it, and you'll find a half-decent adventure.	CONFLICT: DESERT STORM Publisher: Virgin Interactive Issue: #78 Bags of potential undermined by stupid errors.
BLOODY ROAR 3 Publisher: Virgin Interactive Issue: #79 No depth, but lots of explosions, acrobatics and fun.	CONFLICT DESERT STORM 2 Publisher: Virgin Interactive Issue: #88 Everything the last game was and more.
BMX XXX Publisher: Acclaim Issue: #58 Good core gameplay lost in a tangle of humourless smut.	CONFLICT ZONE Publisher: Ubi Soft Issue: #79 Cheap and pretty with legions of machines.
BOUNCER, THE Publisher: Virgin Interactive Issue: #66 A passable evening's rented entertainment.	CONTRA: SHATTERED SOLDIER Publisher: Konami Europe Issue: #52 It's a classic, but not so was Warriors of Atlantis.

CRASH BANDICOOT: THE WRATH OF CORTX 56%
 Publisher Vivendi Issue #17
 Next-gen reworking of Crashes 32-bit past glories

CRAZY TAXI 80%
 Publisher Acclaim Issue #19
 An incredibly addictive, albeit short, arcade hoot

CRICKET 2002 41%
 Publisher EA Issue #18
 A ham-fisted effort that's rotten to look at and to play

DAKAR 2 50%
 Publisher Vivendi Issue #34
 One for Clarkson-esque obsessives only

DANCING STAGE MEGAMIX 85%
 Publisher Konami Europe Issue #38
BEST DANCE TITLE Get a mat and bop all you drop

DARK ANGEL 45%
 Publisher Vivendi Universal Issue #34
 Repetitive, dull and frustrating

DARK CHRONICLE 90%
 Publisher Level-5 Issue #37
 Unadulterated class

DARK CLOUD 81%
 Publisher Sony Issue #11
 Manages to mould RPGs into something refreshing

DAVE MIRRA: FREESTYLE BMX 2 76%
 Publisher Acclaim Issue #34
 Bugs aside, this still has some impressive moves on PS2

DEAD OR ALIVE 2 83%
 Publisher Sega Issue #105
 Comic bosoms are no substitute for two-player scraps

DEAD TO RIGHTS 70%
 Publisher EA Issue #39
 Plenty of action, but no real flair

DEFENDER 76%
 Publisher Midway Issue #51
 Solid, frantic and ponderous

DEF JAM VENDETTA 71%
 Publisher EA Issue #39
 A very entertaining chunk of wrestling action

DEUS EX: THE CONSPIRACY 88%
 Publisher Eidos Issue #22
 Clever, pacy and plot-heavy. Most detailed FPS yet

DEVIL MAY CRY 90%
 Publisher Capcom Issue #15
 Blindingly gorgeous and cracking to play

DEVIL MAY CRY 2 72%
 Publisher Capcom Issue #33
 Not as cool or as polished as the first one

DIE HARD VENDETTA 54%
 Publisher Vivendi Issue #38
 Excruciatingly sub-par FPS action

DINO STALKER 58%
 Publisher Capcom Issue #26
 Capcom's best lightgun game yet, but still too lumbering

DISNEY'S STITCH: EXPERIMENT 626 54%
 Publisher Disney Issue #27
 A capable and enjoyable platformer. If you're six

DNA: DARK NATIVE APOSTLE 37%
 Publisher Virgin Interactive Issue #18
 Makes you work extremely hard for very little gain

DONALD DUCK PK 64%
 Publisher Eidos Issue #30
 Not quite the turkey we expected

DOWNFORCE 64%
 Publisher EA Issue #23
 Adequate F1 racing, but a little too predictable

DRAGON BALL Z: BUDOKAI 60%
 Publisher Atari Issue #30
 Competent enough, but won't impress non-fans



DRAGON RAGE 43%
 Publisher Atari Issue #22
 Uninspiring, prosaic and lifeless

DRAKAN: THE ANCIENTS' GATES 75%
 Publisher Sony Issue #18
 Cracking adventure, but seen-it-all-before gameplay

DRIVEN 46%
 Publisher Atari Issue #17
 Bumpy, vacuous, tired and shallow

DRIVING EMOTION TYPE-S 57%
 Publisher Squaresoft Issue #10
 Over-realistic handling makes it damn-near unplayable

DR MUTO 59%
 Publisher Midway Issue #32
 A valid attempt, but not a patch on R&C

DRONE RACERS 90%
 Publisher EA Issue #34
 The Sunny Delight of futuristic racers

DROPSHIP 75%
 Publisher Sony Issue #10
 An explosive title with a frustrating difficulty level

DYNASTY WARRIORS 2 78%
 Publisher Midway Issue #102
 Fast-paced action, with excellent game structure

DYNASTY WARRIORS 3: XTREME LEGENDS 69%
 Publisher Midway Issue #104
 Haphazard AI but great mass combat

DYNASTY WARRIORS 4 80%
 Publisher Koei Issue #51
 An absolute must for fans of strategy and beat-em-up alike

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE 52%
 Publisher Sony Issue #10
 Illogical puzzles and missions – distinctly average stuff

EGGO MANIA 40%
 Publisher Eidos Issue #22
 Pointless reshuffle of the old puzzle-game mainstays

EJAY CLUBWORLD 84%
 Publisher Empire Interactive Issue #26
 A solid, fuss-free choice for the amateur DJ

ENDGAME 49%
 Publisher Empire Issue #26
 Hackneyed lightgun game with no replay value

ENTER THE MATRIX 81%
 Publisher Atari Issue #31
 Flawed, but rewarding, action-heavy experience

EOE: EVE OF EXTINCTION 71%
 Publisher Eidos Issue #22
 Fun at times, but mainly boringly familiar

EPHEMERAL FANTASIA 80%
 Publisher Konami Issue #12
 Smells of entertainment rather than drudgery

ESCAPE FROM MONKEY ISLAND 82%
 Publisher Atari Issue #1
 Thoughtful, funny and addictively gentle

ESPN NBA 2NIGHT 59%
 Publisher Konami Issue #17
 Solid, but let down by unforgivable graphical glitches

ESPN NBA 2NIGHT 2002 72%
 Publisher Konami Issue #24
 Great graphics, but it still lags behind the NBA series

ESPN INTERNATIONAL TRACK & FIELD 63%
 Publisher Konami Issue #102
 A jolt of berrani can't save it from looking tired

ESPN INTERNATIONAL WINTER SPORTS 70%
 Publisher Konami Issue #20
 Immaculate presentation but lacks any variety

THE TOP 5... EXTREME SPORTS

1. TONY HAWKS PRO SKATER 4

Activision

94

Despite not having the impact of *Pro Skater 3*, we suggest you get this updated version first...

TONY HAWK'S PRO SKATER 3

Out now on Platinum – which is why we're continuing to recommend it here. It's a divinely pitched challenge. Get it in.

96

SSX TRICKY

Edgy, funky, cool – outrageously compulsive gameplay and riotous effects – slam SSX to the precipice of perfection.

95

AGGRESSIVE INLINE

Huge, entertaining and engrossing – a bit more shine could have made this a real contender to the Hawk crown.

83

AIRBLADE

Frustrating, but fun. More attention to the Story mode could have made this the *Driver* to THPS's *Gran Turismo*.

77

ESPN NATIONAL HOCKEY NIGHT 68%
 Publisher Konami Issue #102
 Bang up, to-date. Marred by the character stats

ESPN X GAMES SKATEBOARDING 62%
 Publisher Konami Issue #15
 A flawed compromise of reality and fantasy

ESPN WINTER X GAMES SNOWBOARDING 70%
 Publisher Konami Issue #102
 The unforgiving learning curve may put the curious off

ESPN WINTER X GAMES SNOWBOARDING 2 69%
 Publisher Konami Issue #20
 The authenticity's admirable, but the Career mode isn't

EVERBLUE 2 56%
 Publisher Capcom/Eurocom Issue #34
 Strangely compelling, but not exactly exciting

EVIL DEAD: A FISTFUL OF BOOMSTICK 68%
 Publisher EA Issue #30
 Retains some humour, but fails to be more than average

EVOLUTION SKATEBOARDING 54%
 Publisher Konami Issue #30
 Another average game made marginally worse

EVOLUTION SNOWBOARDING 43%
 Publisher Konami Issue #30
 A bad idea, poorly executed

EXTERMINATION 78%
 Publisher EA Issue #1
 Action, gunplay and panic, despite an unoriginal story

EXTREME-G 3 60%
 Publisher Activision Issue #15
 Close, but absolutely miles away at the same time

EYE TOY: PLAY 82%
 Publisher SCEP Issue #38
 A fantastic combination of peripheral and game

F1 2002 84%
 Publisher EA Issue #30
 One of the most accessible simulators we've seen

FANTAVISION 85%
 Publisher SCEP Issue #101
BEST PUZZLE TITLE It lacks variety, but its fabulous fun

FELLOWSHIP OF THE RING, THE 70%
 Publisher Vivendi Universal Issue #30
 A half-decent attempt to do this epic tale justice

FERRARI F355 CHALLENGE 67%
 Publisher SCEP Issue #24
 A stylish effort that's just too damn hard for its own good

FIFA 2002 69%
 Publisher EA Issue #36
 Flawed play and patchy presentation

FIFA 2003 81%
 Publisher EA Issue #28
 A refreshing alternative, and a huge improvement

FINAL FANTASY 10 91%
 Publisher SCEP Issue #23
BEST RPG The game that all the others want to be

FINAL FANTASY 10-2 83%
 Publisher EA Issue #35
 Smart and good looking, but not as compelling as *FF 10*

FIREBLADE 68%
 Publisher Midway Issue #22
 Thrilling early on, but slack gameplay in stealth mode

FORMULA ONE 2001 84%
 Publisher SCEP Issue #105
 A rewarding challenge for anyone willing to rise to it

FORMULA ONE 2002 68%
 Publisher SCEP Issue #90
 The most complete package, let down by stupid errors

FORMULA ONE 2003 83%
 Publisher SCEP Issue #132
 A truly outstanding racing game

F1 CAREER CHALLENGE 58%
 Publisher EA Issue #31
 It does nothing new and nothing old well. So why bother?

F1 RACING CHAMPIONSHIP 66%
 Publisher Eidos Issue #10
 Fine – just don't expect too much of it

FREAK OUT 79%
 Publisher Virgin/At Media Issue #12
 Nearly a classic – but repetitive with a short lifespan

FREESTYLE 59%
 Publisher EA Issue #22
 A pasiche of SSX without the originality or depth

FREQUENCY 83%
 Publisher SCEP Issue #20
 Fast and furious button-mashing

FUR FIGHTERS 86%
 Publisher Acclaim Issue #10
BEST SHOOT 'EM UP Lots humour and extras

FUTURAMA 75%
 Publisher EA Issue #30
 Nowhere near as bad as you'd expect – and far funnier

G JOCKEY 3 43%
 Publisher Koei EA Issue #30
 For horse loving number crunchers only

GALERIANS: ASH 50%
 Publisher Big Ben Issue #34
 Little more than a prolonged, dull runabout

GETAWAY, THE 78%
 Publisher SCEP Issue #31
 A fearsome achievement hampered by flawed controls

GHOST RECON 65%
 Publisher Eidos Issue #30
 Great tension, but slow and largely uneventful

GIANTS: CITIZEN KABUTO 80%
 Publisher Interplay Issue #17
 Good level design and the novelty of playing as three sides

GIFT 51%
 Publisher Acclaim Issue #12
 More 'playable' and less 'weird' would've helped

THE TOP 5... FIGHTING

1. SOUL CALIBUR 2

Publisher Namco

92

Not out in the UK yet but widespread on moody disc, this is the ultimate fighter. Cool predictable excellence.

TEKKEN 4

Way more on everything than the stop-gap tournament title. Characters, environments... it fulfills its contract to the letter.

90

VIRTUA FIGHTER EVOLUTION

Takes issues and adds characters to the non-Evo game. Remarkable for its Kumite 'train your fighter' mode.

87

ROCKY

Probably the best movie licence game ever. Fight all the characters from the movies in a brilliant boxing sim.

84

GUILTY GEAR X2

2D ultra-fighting at its most extreme and barmy. Looks shonky but plays like a charm, if strictly for the hardcore.

84

THE TOP 5... CUBANALE TITLES

1. DANCING STAGE MEGAMIX

Publisher: Konami Europe



OK, so small children and ladies love it, but don't be afraid to shake your ass to the ultimate PS2 party game.

FANTAVISION

A 'dawn of the PS2' game that combined simple, innovative select-and-click puzzle gameplay with ace firework graphics.

85

EYETOY: PLAY

An astounding piece of kit with games that will appeal to everyone from the hardcore gamer to the hardcore gamer's mum.

82

GITAROO MAN

The best rhythm action game, bar none. Dead simple, but dead good – its guaranteed to raise a chortle.

79

SUPER BUST-A-MOVE

Older than the hills and totally unimproved in this PS2 version, it's still the best two-player puzzle game ever.

78

GITAROO MAN

Publisher: Konami Issue: #79
Rhythm action the way it should be.

79%

GRANDIA 2

Publisher: Atlus Issue: #45
Dated and dire. The combat system is utterly wasted.

45%

GRAND PRIX CHALLENGE

Publisher: Midway Issue: #85
A playable and beautifully realised racer.

85%

GRAND THEFT AUTO 3

Publisher: Take 2 Issue: #92
Amoral. And the attention to detail keeps you hooked.

92%

GRAND THEFT AUTO: VICE CITY

Publisher: Rockstar Games Issue: #97
The best that videogaming can offer.

97%

GRAN TURISMO 3

Publisher: Sony Issue: #93
BEST RACING TITLE Astounds and challenges

93%

GRAN TURISMO CONCEPT 2002 TOKYO-GENEVA

Publisher: SCEP Issue: #79
Dumbed down version of GT3, short but playable

79%

GRAVITY GAMES BIKE: STREET VERT. DIRT.

Publisher: Midway Issue: #26
Too hard, too restrictive and not enough initiative

GREAT ESCAPE, THE

Publisher: SCEP Issue: #30
A solid game, and a worthy homage to a great movie

73%

G-SURFERS

Publisher: Midas Issue: #49
Spend 40 quid on a Scalextric kit instead

49%

GTC: AFRICA

Publisher: Midas Issue: #74
Lovely to look at, but uninspiring to play

74%

GUILTY GEAR X2

Publisher: Arc System Interactive Issue: #84
Outrageously creative with perfectly well-balanced combat

84%

GUMBALL 3000

Publisher: GT Issue: #73
Superfast road racing that's fun while it lasts

73%

GUNDAM: FEDERATION VS ZEON

Publisher: Bandai Issue: #39
Shallow, repetitive, tired and relentlessly tedious

39%

GUNFIGHTER 2: REVENGE OF JESSE JAMES

Publisher: Atlus Issue: #40
Riddled with flaws and boring to boot

40%

GUNGRAVE

Publisher: Activision Issue: #64
Big fun, but only, any gameplay

64%

GUN GRIFFON BLAZE

Publisher: Sega Issue: #70
Big respect from us

70%

HALF-LIFE

Publisher: Valve Issue: #90
If you've not played it on PC it's a must

90%

THE TOP 5... DRIVING

1. GRAN TURISMO 3

Publisher: Sony



The most compelling racing experience yet – a game you can truly sink your teeth into. Nothing can touch it. Yet.

93

BURNOUT 2: POINT OF IMPACT

Beautiful, emotional racing that you have to play to appreciate. A classic idea, superbly implemented.

91

BURNOUT

Offers the hardest, most gruelling arcade thrills this side of playing Outrun with a gun held up to your head.

88

COLIN MCRAE RALLY 3

As well as being staggeringly realistic, CMR3 never forgets that it's just a game – a gripping and intense marvel.

88

NEED FOR SPEED

Car fetishism, adrenaline-soaked racing and a great cop chase mode in one handy package. Close to perfect.

88

ICO

Publisher: SCEP Issue: #85
Strikes new ground for creative gaming. Less is more

85%

INDIANA JONES AND THE EMPEROR'S TOMB

Publisher: Activision Issue: #39
A rip-roaring adventure that's all-out action

80%

INDYCAR SERIES

Publisher: Midas Games Issue: #49
Dull, ugly, frustrating and circular

49%

INTERNATIONAL CUE CLUB

Publisher: Midas Interactive Issue: #56
No PS2 magic here, but at £15 a pop, who cares?

56%

ISLAND EXTREME STUNTS

Publisher: Eidos Issue: #54
Finally – a game that's both For Children and Pretty Good

54%

ISS3

Publisher: Konami Issue: #78
A great little game of football

78%

JADE COCOON 2

Publisher: Atlus Issue: #70
Solid-enough critter-battling gameplay

70%

JAK & DAXTER

Publisher: Eidos Issue: #85
Massive, gently enthralling and fun

85%

JAMES BOND 007 IN AGENT UNDER FIRE

Publisher: Eidos Issue: #88
Every element thrown in so fast you can't help but enjoy it

88%

JAMES BOND 007 IN... NIGHTFIRE

Publisher: Eidos Issue: #84
Agent Under Fire reheated

78%

JET SKI RIDERS

Publisher: Eidos Issue: #38
About as half as good as *Spashdown* in every respect

38%

JONNY MOSELEY MAD TRIX

Publisher: Eidos Issue: #38
About as mad as a pair of brown brogues. Very dull

38%

JUNGLE BOOK GROOVE PARTY

Publisher: Activision Issue: #50
Tiny Disney fans will enjoy it, however briefly

50%

JURASSIC PARK: OPERATION GENESIS

Publisher: Vivendi Issue: #54
Classy but short-lived

61%

KENGO

Publisher: Atlus Issue: #60
This could've been something special, instead it's dull

60%

KELLY SLATER'S PRO SURFER

Publisher: Activision Issue: #75
Slickly-produced, hard-working water-borne fun

75%

KESSEN

Publisher: Eidos Issue: #65
Takes Japanese strategy into the major league

74%

KESSEN 2

Publisher: Eidos Issue: #66
Looks epic but lacks depth. One for RTS fans

66%

KINGDOM HEARTS

Publisher: SCEP Issue: #38
Instantly accessible and beautifully realised

38%

KING'S FIELD: THE ANCIENT CITY

Publisher: MicroProton Issue: #54
Moody and incompetent RPG – only for hardcore fans

54%

KLONOA 2

Publisher: Namco Issue: #73
Visually beautiful with well-machined gameplay

73%

KNOCKOUT KINGS 2001

Publisher: Eidos Issue: #79
Compromised by some nasty graphical glitches

79%

KURI KURI MIX

Publisher: Micro-Interactives Issue: #78
Proves that puzzlers don't have to be about blocks

78%

LOONY TUNES SPACE RACE

Publisher: Eidos Issue: #65
A simple game, but provides smooth thrills and giggles

65%

LORD OF THE RINGS: THE TWO TOWERS

Publisher: Eidos Issue: #76
A bit simplistic and repetitive

76%

LOTUS CHALLENGE

Publisher: Micro-Interactives Issue: #60
Cloying controls + poor racing = lacklustre experience

60%

MACE GRIFFIN: BOUNTY HUNTER

Publisher: Vivendi Universal Issue: #79
Mace mumphs thanks to its sharp ideas and styles

79%

MADDEN 2003

Publisher: EA Issue: #88
A lesson in how to make the definitive sports simulation

88%

MAD MAESTROS

Publisher: Eidos Issue: #70
Entertaining, but not as inventive as *Gitaroo Man*

70%

MARK OF KRI: THE

Publisher: Eidos Issue: #74
A decent attempt at improving on the hack 'n' slasher

74%

MARVEL VS CAPCOM 2

Publisher: Capcom Issue: #84
Brilliant fun with a frighteningly deep fighting system

84%

MASTER RALLYE

Publisher: MicroProton Issue: #55
Fun but flawed – it smacks of an early release

55%

MAXIMO

Publisher: Konami Issue: #84
Ace for hardcore gamers, but very tricky in places

84%

MAX PAYNE

Publisher: Take 2 Issue: #82
Stylish, dark and violent but marred by ropey looks

82%

MDK2 ARMAGEDDON

Publisher: Interplay Issue: #76
Some inventive ideas let down by basic design flaws

76%

MEDAL OF HONOR: FRONTLINE

Publisher: Eidos Issue: #89
A supremely atmospheric and absorbing experience

89%

MEN IN BLACK 2: ALIEN ESCAPE

Publisher: Eidos Issue: #42
A rough shoot 'em up that does nothing new

42%

METAL GEAR SOLID 2

Publisher: Konami Issue: #96
Worth every bit of the hype

96%

METAL GEAR SOLID 2: SUBSTANCE

Publisher: Konami Issue: #78
Great for those who've not played MGS I

78%

METAL SLUG 3

Publisher: Eidos Issue: #74
A hugely enjoyable 2D blaster

74%

MICRO MACHINES

Publisher: Atari Issue: #59
A game of its time – which was about seven years ago

59%

MIDNIGHT CLUB

Publisher: Take 2 Issue: #72
Some nice touches that are compromised by the graphics

72%

MIDNIGHT CLUB 2

Publisher: Take 2 Issue: #80
Superb online play, but merciless solo player

80%

MIKE TYSON HEAVYWEIGHT BOXING

Publisher: Codemasters Issue: #61
No match for *Knockout*

61%

MINORITY REPORT

Publisher: Activision Issue: #60
Clever effects, but it's all over in a few hours

60%

MONSTERS, INC.

Publisher: Sony Issue: #41
Cunning use of cutscenes doesn't make a decent game

41%

MORTAL KOMBAT: DEADLY ALLIANCE

Publisher: Midway Issue: #85
A big surprise and a big score

85%

MOTO GP2

Publisher: Namco Issue: #71
Solid racing and a few extras, but no great shakes

71%

MOTO GP3

Publisher: SCEP Issue: #74
Solid, good-looking racing, but lacks real depth

74%

MOTOR MAYHEM

Publisher: Atari Issue: #63
Dumb knockabout fun – like a deflated version of *Twisted Metal*

63%

MR GOLF

Publisher: Midas Games Issue: #56
Stranded between adult depth and childish glee

56%

MR MOSKEETO

Publisher: Eidos Issue: #52
Odd, boring and average. More strange than fun

52%





METAL GEAR SOLID 2

MTV MUSIC GENERATOR 2
 Publisher: Codemasters Issue: #10
 If there's music in your soul, this disc belongs in your PS2

MUMMY RETURNS, THE
 Publisher: Eidos Issue: #8
 Flawed controls and stilted gameplay. Not fun

MUSIC 3000
 Publisher: Eidos Interactive Issue: #35
 Leagues ahead of the competition, but a mighty complex

MX 2002
 Publisher: Eidos Issue: #4
 Not the fusion of racer and sim that it tries to be

MX RIDER
 Publisher: Eidos Issue: #15
 An ordinary addition to an ordinary racing genre

MX SUPERFLY
 Publisher: Eidos Issue: #27
 Better than Freestyle – but not the best

MYSTIC HEROES
 Publisher: Eidos Issue: #5
 Like Dynasty Warriors without the sharp edges

NBA 2K3
 Publisher: Eidos Issue: #3
 Intelligent and sophisticated b-ball sim

NBA LIVE 2001
 Publisher: EA Issue: #10
 A mostly successful translation

NBA LIVE 2003
 Publisher: EA Issue: #3
 Not perfect, but going in the right direction

NBA HOOPZ
 Publisher: Midway Issue: #1
 As fun as the NBA Jam series ever was

NBA STREET
 Publisher: EA Issue: #1
 A funky take on basketball that's hard-hitting instant fun

NBA STREET VOL.2
 Publisher: EA Issue: #3
 Basketball – but without the rules!

NEED FOR SPEED
 Publisher: EA Issue: #26
 Adrenaline-scorned racing

NEXT GENERATION TENNIS
 Publisher: Eidos Issue: #28
 Not the greatest tennis game ever, and hard work

NEXT GENERATION TENNIS 2003
 Publisher: Eidos Issue: #35
 An adequate tennis game with plenty of play options.

NFL 2K3
 Publisher: Eidos Issue: #3
 Accomplished, but perhaps a little difficult for casual gamers

NHL 2003
 Publisher: EA Issue: #28
 No spark, not much fun

NHL HITZ 2003
 Publisher: Midway Issue: #28
 A solid-hitting hockey game

NINJA ASSAULT
 Publisher: Eidos Issue: #27
 Entertaining enough, but comes up short everywhere

NY RACE
 Publisher: Eidos Issue: #1
 Manages to enrage and bore at the same time

ONI
 Publisher: Eidos Issue: #10
 High-tech combat lost in dull environments

ONIMUSHA
 Publisher: Eidos Issue: #10
 Survival horror with the emphasis on carnage not tension

ONIMUSHA 2
 Publisher: Eidos Issue: #2
 Great combat, beautiful effects and diverting puzzles

OPERATION WINBACK
 Publisher: Eidos Issue: #16
 Compelling, but nowhere near MGS2

ORPHEN
 Publisher: Eidos Issue: #10
 A brain attempt to defy RPG with facile gameplay

PAC-MAN WORLD 2
 Publisher: Eidos Issue: #3
 Good platforming, but Pac's yesterday's man

PARAPPA THE RAPPER 2
 Publisher: Eidos Issue: #3
 Sherbet flavoured antidote to everything bleak on PS2

PARIS-DAKAR RALLY
 Publisher: Eidos Issue: #1
 Intriguing racer with uninspired and tepid presentation

PENNY RACERS
 Publisher: Eidos Issue: #16
 A bright and solid dinky racer. Cheap as well

PERFECT ACE PRO TENNIS
 Publisher: Eidos Issue: #38
 An average tennis game that's way too basic

PETER PAN: LEGEND OF NEVERLAND
 Publisher: Eidos Issue: #20
 A decent adventure for pre-school sprogs

PIGLET'S BIG GAME
 Publisher: Eidos Issue: #39
 Just enough gameplay huggability to tempt grown-ups

POLICE 24/7
 Publisher: Eidos Issue: #1
 Only a pathetic 14 minutes long in Story mode

POOL MASTER
 Publisher: Eidos Issue: #10
 Skimps in the areas it should be concentrating on

PORTAL RUNNER
 Publisher: Eidos Issue: #16
 Masks solid platforming behind unbalanced level design

PREMIER MANAGER
 Publisher: Eidos Issue: #31
 A stress-free introduction to football management

PRIDE FC
 Publisher: Eidos Issue: #3
 Slightly ponderous, but impressively strategic

PRIMAL
 Publisher: Eidos Issue: #3
 Afternoon-stealing fun

PRISONER OF WAR
 Publisher: Eidos Issue: #24
 Good idea and atmosphere, but slow moving

PRO EVOLUTION SOCCER 2
 Publisher: Eidos Issue: #29
 Like FOOTY? GET THIS Konami retain the footy crown

PROJECT EDEN
 Publisher: Eidos Issue: #4
 A rare combination of brains and guns – looks good, too

PRO RALLY 2002
 Publisher: Eidos Issue: #22
 Passable introduction to rallying, but not as good as WRC

QUAKE 3 REVOLUTION
 Publisher: Eidos Issue: #16
 Bridging the gap between Unreal and Timesplitters.

RESIDENT EVIL CODE: VERONICA X
 Publisher: Eidos Issue: #3
 This revisit to zombie hell is familiar, but scary, stuff

RESIDENT EVIL: DEAD AIM
 Publisher: Eidos Issue: #16
 An intuitive control system and bags of atmosphere

RESIDENT EVIL SURVIVOR 2 CODE: VERONICA
 Publisher: Eidos Issue: #16
 Slow, tedious and about as chilling as a week-old kitten

RETURN TO CASTLE WOLFENSTEIN OPERATION RESURRECTION
 Publisher: Eidos Issue: #3
 A competent, sturdy shooter

REZ
 Publisher: Eidos Issue: #16
 Clever, but not half as innovative as it thinks it is

RIDGE RACER 5
 Publisher: Eidos Issue: #1
 Fast, undeniably attractive and always fun to play

RIDING SPIRITS
 Publisher: Eidos Issue: #16
 Fairly reasonable motorbike jaunt, but quite frustrating

RING OF RED
 Publisher: Eidos Issue: #1
 Lush battles and loads of strategy – a bit like chess

ROBOTCH: BATTLECRY
 Publisher: Eidos Issue: #16
 Possibly the best-looking cartoon robot game out there

THE TOP 5... FIRST-PERSON GAMES

1. TIMESPLITTERS 2

Publisher: Eidos 95 Stunning multiplayer action PLUS a massive, varied single-player mode too. Funny, clever and exciting.	HALF-LIFE 2 Publisher: Eidos Go on then, Mags about it being an old PC game. Yeah, but it's like the best PC game ever made. Oummm... 90	MEDAL OF HONOR: FRONTLINE Publisher: Eidos War can be hell, it can also be a brilliant FPS. Mid levels may plod, but early and late stages will astonish. Excellent. 89	JAMES BOND AGENT UNDER FIRE Publisher: Eidos Nightfire may be newer and 'better', but we prefer the original. Be Bond in a masterful and massive FPS adventure. 88	RED FACTION 2 Publisher: Eidos More brilliant than its brilliant (for the time) original, but definitely more refined, if still a little grimy round the edges. 85
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ROBOT WARLORDS
 Publisher: Eidos Issue: #16
 A derivative title that's very average

ROBOT WARS: ARENAS OF DESTRUCTION
 Publisher: Eidos Issue: #16
 Panic action that'll leave you grinning

ROCKY
 Publisher: Eidos Issue: #29
 Wins on points and nostalgia value

RTX RED ROCK
 Publisher: Eidos Issue: #16
 Another hum-drum climb-ladders, solve-puzzles effort

RUGBY
 Publisher: Eidos Issue: #16
 A damn fine – if a little simple at times – game of rugby

RUMBLE RACING
 Publisher: Eidos Issue: #16
 Arcade-style knockabout racing at its idiotic best

RUNE: VIKING WARLORD
 Publisher: Eidos Issue: #16
 Visually inept at times, but still enough fun to interest

RYGAR: THE LEGENDARY ADVENTURE
 Publisher: Eidos Issue: #16
 A polished and enjoyable tale of Roman rivalry

SALT LAKE 2002
 Publisher: Eidos Issue: #16
 None of the punch of an arcade or the substance of a sim

SAMURAI
 Publisher: Eidos Issue: #16
 An excellent idea, reasonably well done

SCOOBY-DOO: NIGHT OF 100 FRIGHTS
 Publisher: Eidos Issue: #16
 Competently designed, by-the-numbers platforming

SEEK & DESTROY
 Publisher: Eidos Issue: #16
 For this price, you'll not find a better shooter

SEGA BASS FISHING DUEL
 Publisher: Eidos Issue: #16
 Shallow, dull and humourless

THE TOP 5... PLATFORMERS

1. RATCHET & CLANK

Publisher: SCE

91
 Looks good, is expertly designed and has the most upgrades and options of any platformer, like, ever. It rules.

JAK & DAXTER Publisher: EA Out on Platinum and, despite it whittling or 'PS2' does good platform adventure', it looks great and has some neat ideas. 85	MAXIMO Publisher: EA A platform game for people who are really good at games. Tough and good looking, with a respect due heritage. 84	SLY RACCOON Publisher: EA Amazing cel-shaded graphics and some neat level designs. Make the Raccoon something slightly different. And good. 80	APE ESCAPE 2 Publisher: EA Slightly bland-out looks, but the innovation is in the bizarre ape-bagging gameplay and squalls of minigames. 80
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THE TOP 5... SHOOT-EM-UPS

1. FUR FIGHTERS

Publisher: Acclaim



86

Absolutely rammed with humour, stuff to do and plenty of extras. Why can't more games be like this?

STAR WARS: STARFIGHTER

Atmospheric, exciting and full of explosions. Starfighters: everything a Star Wars game should be.

85

STAR WARS: JEDI STARFIGHTER

An accomplished and attractive plot-driven shoot-em-up that's engaging, intuitive and bloody good fun to play.

80

TWISTED METAL: BLACK

Fast, frenetic and a real puller. We like the way Twisted Metal: Black's addictively sick carnage plays.

80

TIME CRISIS 2

A fantastic coin-op conversion that eclipses the original. Shooting things is as much fun as it ever was.

78

SEGA SOCCER SLAM

Publisher: Sega Issue: 80
A lazy attempt at 'fun' footy.

SHADOW MAN: SECOND COMING

Publisher: Midway Issue: 67
Brave, enjoyable, but ultimately flawed.

SHADOW OF MEMORIES

Publisher: Konami Issue: 88
Play through it a few times to really appreciate it.

SHIFTERS

Publisher: Eidos Issue: 82
Save your cash for Onimusha 2.

SHINOBI

Publisher: Konami Issue: 85
A worthy challenge for any gamer.

SHOX

Publisher: Konami Issue: 82
Fails to show off enough to make it a must have.

SHREK SUPER PARTY

Publisher: Eidos Medallion Issue: 85
Fine – with lots of friends and lots of alcohol.

SILENT HILL 2: THE DIRECTOR'S CUT

Publisher: Konami Issue: 83
The definitive SH2 package.

SILENT HILL 3

Publisher: Konami Issue: 87
Lacks tension until the amazing last few hours.

SILENT SCOPE 2

Publisher: Konami Issue: 86
After an evening with this you'll have had your fill.

SILENT SCOPE 3

Publisher: Konami Issue: 81
We completed this in four hours. Four hours.

SILPHEED

Publisher: Working Designs Issue: 80
Burns bright to the bitter, but quickly finished, end.

SIMPSON'S ROAD RAGE, THE

Publisher: EA Issue: 81
Feels lightweight next to Crazy Taxi. But great design.

SIMS, THE

Publisher: EA Issue: 81
Genuine effort has been put into the conversion.

SKY ODYSSEY

Publisher: SCE Issue: 80
Hugely addictive with a real sensation of flight. Chilled.

SLAM TENNIS

Publisher: Atari Issue: 82
Smart arcade-style tennis sim – similar to Virtua Tennis.

SLY RACCOON

Publisher: Eidos Issue: 81
Beautifully cel-shaded thief-em-up.

SSX TRICKY

SMASH CARS

Publisher: Konami Issue: 80
It looks nice, but there's no reason to get excited by it.

SMASH COURT TENNIS: PRO TOURNAMENT

Publisher: Konami Issue: 72
Up there with the best sports titles on PS2.

SMUGGLER'S RUN

Publisher: Eidos Issue: 75
Not enough one-player depth to really engage.

SMUGGLER'S RUN 2: HOSTILE TERRITORY

Publisher: Eidos Issue: 77
Too intense and samey.

SOCOM: US NAVY SEALS

Publisher: Eidos Issue: 80
Well worth a look, but you'll need broadband.

SOLDIER OF FORTUNE: GOLD EDITION

Publisher: Eidos Issue: 85
A PC port that's a fraction of the game it should be.

SOS: THE FINAL ESCAPE

Publisher: Eidos Issue: 81
A well-balanced, gripping and funny action adventure.

SOUL CALIBUR 2

Publisher: Sega Issue: 92
BEST BEAT-EM-UP The most intuitive beat-em-up on PS2.

SOUL REAVER 2

Publisher: Eidos Issue: 72
A total revamp – not fresh, but still tasty.

SPEED KINGS

Publisher: Acclaim Issue: 85
Fast, but frustrating – not nearly fun enough.

SPIDER-MAN: THE MOVIE

Publisher: Activision Issue: 72
Very hard in places, but still good fun.

SPLASHDOWN

Publisher: Atari Issue: 80
High-adrenaline racing can't alone for the lack of innovation.

SPLINTER CELL

Publisher: Eidos Issue: 91
The ultimate 'boys with toys' action adventure.

SPY HUNTER

Publisher: Eidos Issue: 79
A beautifully crafted thrill with a vast sense of style.

SPYRO: ENTER THE DRAGONFLY

Publisher: Konami Entertainment Issue: 81
A breezy, traditional platformer.

SSX TRICKY

Publisher: Eidos Issue: 86
Very cool. Compulsive gameplay and notous effects.

STARSKY & HUTCH

Publisher: Eidos Issue: 87
Top entertainment in the co-op mode.

STAR TREK VOYAGER: ELITE FORCE

Publisher: Eidos Issue: 72
Frayed around the edges, but it plays tightly enough.

STAR WARS: BOUNTY HUNTER

Publisher: Eidos Issue: 84
Without the Star Wars link, you'd barely look twice.

STAR WARS: JEDI STARFIGHTER

Publisher: Eidos Issue: 80
Accomplished, attractive, plot-driven and bloody good fun.

STAR WARS: STARFIGHTER

Publisher: Eidos Issue: 85
Atmospheric, exciting, and full of explosions.

STAR WARS: SUPER BOMBAD RACING

Publisher: Eidos Issue: 45
A flawed kart despite having a caddy Darth Maul.

STAR WARS: THE CLONE WARS

Publisher: Eidos Issue: 69
A shameless tie-in with a few passable moments.

STATE OF EMERGENCY

Publisher: Eidos Issue: 75
Entertaining violence that's just a bit too shallow.

STREET FIGHTER EX3

Publisher: Eidos Issue: 71
A worthwhile update of an elderly series.

STREET HOOPS

Publisher: Eidos Issue: 64
Gameplay imbalance turns this into a B-ball also-ran.

STUNT GP

Publisher: Eidos Issue: 38
We can't be arsed to play this again and neither will you.

STUNTMAN

Publisher: Atari Issue: 74
Frustrating, but gripping gameplay.

SUIKODEN 3

Publisher: Eidos Issue: 66

THE TOP 5... FOOTY

1. PRO EVOLUTION SOCCER 2

Publisher: Konami



94

Despite it receiving a fraction less than its predecessor, if you don't own Pro Evo, get

FIFA 2003

Cast aside your preconceptions – FIFA 2003 is finally a contender and makes for a refreshing alternative.

81

RED CARD

More in-depth than the throat-slitting gimmick suggests, Red Card hovers on greatness – but can't quite last the full 90 minutes.

80

ISS 3

Altogether, it's a great little game of football – but the arcade stakes the licence of FIFA ultimately crushes its resolve.

78

THIS IS FOOTBALL 2003

Plays a solid, dependable, workman-like game of footy, with a vast amount of competitions and leagues.

74

Publisher: Eidos Issue: 84
Without exciting CG or realtime battles, it falters.

SUMMER HEAT BEACH VOLLEYBALL

Publisher: Eidos Issue: 56
Competent, but nothing more than a diversion.

SUMMONER

Publisher: Eidos Issue: 70
A game with massive aspirations.

SUMMONER 2

Publisher: Eidos Issue: 73
Isurps the original, but not much inspiration or invention.

SUM OF ALL FEARS, THE

Publisher: Eidos Issue: 57
Repetitive, short and unimaginative.

SUPER BUST-A-MOVE

Publisher: Eidos Issue: 78
Little more than a buffing up of the classic game.

SUPERCAR STREET CHALLENGE

Publisher: Eidos Issue: 36
Spend £30 on Burnout instead – this is a waste of time.

SUPERMAN: SHADOW OF APOKOLIPS

Publisher: Eidos Issue: 48
Great hero, very average game.

SUPER TRUCKS

Publisher: Eidos Interactive Issue: 45
Slow and bland – will only appeal to Super Truck fans.

SWING AWAY GOLF

Publisher: Eidos Issue: 70
A round of golf with ludicrous cartoon characters.

SX SUPERSTAR

Publisher: Acclaim Issue: 53
Predictable, benign, non-event of a game.

Publisher: Eidos Issue: 83
No originality – it's more reliant on luck than skill.

THEME PARK WORLD

Publisher: Eidos Issue: 68
Capable of running itself without any help from you.

THING, THE

Publisher: Eidos Issue: 83
A brilliant adaptation of a unique movie.

THIS IS FOOTBALL 2003

Publisher: Eidos Issue: 74
Reasonable footy game, but an excellent player-manager.

THUNDERHAWK: OPERATION PHOENIX

Publisher: Eidos Issue: 70
An explosive charge into occupied territory.

TIGER WOODS PGA TOUR 2003

Publisher: EA Issue: 80
EA and Tiger bring home another winner.

TIME CRISIS 2

Publisher: Eidos Issue: 78
A fantastic coin-op conversion.

TIMESPLITTERS

Publisher: Eidos Issue: 86
Great multiplayer, challenges and Level Editor.

TIMESPLITTERS 2

Publisher: Eidos Issue: 95
BEST FPS TITLE Zen-balanced gameplay.

TOCA RACE DRIVER

Publisher: Eidos Issue: 82
Stylish storytelling – but just not as good as GT3.

TOKYO XTREME RACER

Publisher: Eidos Issue: 38
No taunts, betting or revving up at the lights. Weak.



TEKKEN 4

Publisher: Atari Issue: 70
Great fun for a quick platforming fix.

TD OVERDRIVE

Publisher: Atari Issue: 64
Fast and fun, but lacks innovation.

TEKKEN 4

Publisher: Atari Issue: 90
PS2's premier fighter.

TEKKEN TAG TOURNAMENT

Publisher: Eidos Issue: 87
The genre-defining master of violence.

TENCHU: WRATH OF HEAVEN

Publisher: Eidos Issue: 70
Good, but lacks attention to detail.

TERMINATOR: DAWN OF FATE

Publisher: Eidos Issue: 49
Nicks all the best ideas from other games.

TEST DRIVE: OFFROAD WIDE OPEN

Publisher: Eidos Issue: 44





TONY HAWK'S PRO SKATER 3

TOKYO ROAD RACE
Publisher: Activision **Issue:** #56
 A beige cardigan of a game

TOMB RAIDER: THE ANGEL OF DARKNESS
Publisher: Eidos **Issue:** #38
 A plodding, fiddly and average action adventure

TONY HAWK'S PRO SKATER 3
Publisher: Activision **Issue:** #17
BEST EXTREME SPORTS A brilliantly-realised challenge

TONY HAWK'S PRO SKATER 4
Publisher: Activision **Issue:** #30
 Free-roaming, tough and addictive

TOP GEAR DARE DEVIL
Publisher: Planeta **Issue:** #49
 Like an attractive 3D Pac-Man, only in small cars

TOP GUN: COMBAT ZONE
Publisher: Activision/Interactive **Issue:** #45
 Limited, low-level mission structure

TOTAL IMMERSION RACING
Publisher: Empire Interactive **Issue:** #31
 A well-executed, albeit less in-depth, GT3 substitute

TRANSWORLD SURF
Publisher: Atari **Issue:** #24
 An enjoyable first attempt at digital surfing

TREASURE PLANET
Publisher: Warner **Issue:** #29
 Not that polished, but not a decision you'd regret

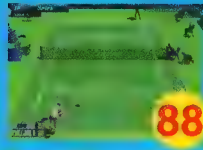
TUROK EVOLUTION
Publisher: Acclaim **Issue:** #22
 A conventional shooter that replicates rather than innovates

TWISTED METAL: BLACK
Publisher: Sega **Issue:** #16
 Fast and frenetic – we like the way this sick carnage plays

THE TOP 5... SPORTS

1. VIRTUA TENNIS 2

Publisher: Acclaim



A brilliant PS2 game rather than a brilliant basketball sim. By ditching the 'sim' guff, they've created a monster.

MADDEN 2003
 The ultimate American Football game. If you've at least a passing interest in the sport, then this is for you.

NBA STREET VOLUME 2
 If you like your basketball with a hint of those Nike Freestyle ads, then you'll love this. We've still got love for the street.

TIGER WOODS PGA TOUR 2003
 OK, so it's golf, but – Jesus – it's good golf. Loads of courses and brilliant analogue swing mechanics. Stoaing.

RUGBY
 Exactly what it says – a perfect recreation of rugby on your PS2. Looks good, plays well. A treat for fans of the art.

TY THE TASMANIAN TIGER
Publisher: Sony **Issue:** #23
 Made with the most soulless corporate agenda in the world

UEFA CHALLENGE
Publisher: EA GAMES **Issue:** #40
 Stated animation and odd ball movement. Shame

UEFA CHAMPIONS LEAGUE 2001/02
Publisher: EA GAMES **Issue:** #38
 A competent footy game overwhelmed by irritating flaws

UFC: THROWDOWN
Publisher: MGS **Issue:** #20
 A well-realised game offering something genuinely different

UNREAL TOURNAMENT
Publisher: Atari **Issue:** #30
 Excellent single-player mode. Fails badly in multiplayer

USA RACER
Publisher: Activision **Issue:** #36
 Driving at its most tepid

VEXX
Publisher: Acclaim Entertainment **Issue:** #34
 Challenging, but bogged down with petty nuances

VICTORIOUS BOXERS
Publisher: Empire Interactive **Issue:** #14

This realistic boxer falls just short of greatness

VIRTUA COP: ELITE EDITION
Publisher: Acclaim **Issue:** #30
 Looks as tired as it plays

VIRTUA FIGHTER 4 EVOLUTION
Publisher: Sega **Issue:** #36
 A much engrossing and accomplished fighter

VIRTUAL-ON: MARZ
Publisher: Sega **Issue:** #39
 Deceptively deep, but no match for the big boys

VIRTUA TENNIS 2
Publisher: Acclaim **Issue:** #30
 The most complete tennis game around

V-RALLY 3
Publisher: Atari **Issue:** #28
 A solid satisfying racer

WACKY RACES
Publisher: Atari **Issue:** #20
 Looks nice, but let down by some really annoying flaws

WAKEBOARDING UNLEASHED: FEATURING SHAUN MURRAY
Publisher: Activision **Issue:** #31
 Akin to Hawk's on water – but not as good

WAR OF THE MONSTERS
Publisher: Sega **Issue:** #33
 The annoyance cancels out the fun

WDL THUNDER TANKS
Publisher: Atari **Issue:** #30
 It's basic and linear, but get into it and it's surprisingly fun

WEAKEST LINK, THE
Publisher: Activision **Issue:** #18
 Sinks of quality and does the job properly

WHO WANTS TO BE A MILLIONAIRE 2
Publisher: Eidos **Issue:** #17
 If you're having a crap party then rent this

WILD ARMS 3
Publisher: Bandai Namco **Issue:** #35
 Surprisingly non-plodding and punchy for a role player

WILD WILD RACING
Publisher: Rage **Issue:** #35

Frustrating controls make this an exasperating ride

WIPEDOUT FUSION
Publisher: Atari **Issue:** #32
 Other killer apps on PS2 relegate this to a shiny sequel

WOODY WOODPECKER: ESCAPE FROM BUZZ BUZZARD'S PARK
Publisher: Eidos **Issue:** #30
 Another squiffy cel-shaded platformer

WORLD CHAMPIONSHIP SNOOKER 2003
Publisher: Codemasters **Issue:** #37
 Bigger and better than the previous incarnations

WORLD RALLY CHAMPIONSHIP
Publisher: Sega **Issue:** #37
 Looks ace and handles brilliantly

WORLD RALLY CHAMPIONSHIP 2
Publisher: Sega **Issue:** #38
 One for true enthusiasts and no-one else

WRECKLESS: THE YAKUZA MISSIONS
Publisher: Activision **Issue:** #31
 Brainless fun and fun

WTA TOUR TENNIS
Publisher: Konami **Issue:** #32
 Voefully inept attempt at taring up dull tennis

WWE CRUSH HOUR
Publisher: THQ **Issue:** #30
 Buckets of enthusiasm, but way too basic and shallow

WWE SMACKDOWN! SHUT YOUR MOUTH
Publisher: THQ **Issue:** #32
 Astounding for fans, adequate for everyone else

WWF SMACKDOWN! JUST BRING IT
Publisher: Atari **Issue:** #32
 More a next-gen tweaking or know your Role

X-MEN: NEXT DIMENSION
Publisher: Activision **Issue:** #31
 A heroic effort, let down by an uneven fighting system

X-MEN: WOLVERINE'S REVENGE
Publisher: Activision **Issue:** #31
 Engrossing and addictive, but far inferior to Splinter Cell

X SQUAD
Publisher: Atari **Issue:** #30
 Average. Bland graphics and poor puzzles don't help

ZONE OF THE ENDERS
Publisher: Konami **Issue:** #37
 Short, but intense battling action

PHEW, THAT'S IT...

Now you know all the games worth buying and all the lemons you should avoid. Don't buy a game until you've consulted PSM2 first. Reckon your PS2 knowledge is a bit lacking? Then cut out these pages or carry them with you. Always.

THE TOP 5... ALL TIME BEST

1. GRAND THEFT AUTO: VICE CITY

Rockstar



Yes, it's PSM2's favourite game ever. It's all about freedom, a great storyline and superlative gameplay.

SSX TRICKY
 Edgy, funky, cool, outrageously compulsive gameplay and riotous effects: slam SSX to the precipice of perfection.

TIME SPLITTERS 2
 One of the main devices for the removal of PSM: same time. And single-player mode is cool too.

PRO EVOLUTION SOCCER 2
 The best football game we've ever played – and still do play at least once a day. It's no sim, but it's perfect.

TONY HAWK'S PRO SKATER 4
 Better than Tony 3 and pretty much at the peak of what can be done in a skateboarding game. Until THUG...

THE WORST PS2 GAMES EVER MADE

PSM2'S BROWN ZONE

AIR RANGER RESCUE HELICOPTER 24%
Issue: #29 Feeble, do-good helicopter sim

ALPINE RACER 3 37%
Issue: #31 An utterly plodder

ARMY MEN: GREEN ROGUE 16%
Issue: #11 Wed rather dance on bricks

BUTT UGLY MARTIANS: ZOOM OR DOOM! 34%
Issue: #30 Faced with this, we choose doom

CHARLIE'S ANGELS 14%
Issue: #39 Even if it was given away, you'd feel robbed

CRASHED 37%
Issue: #26 Feeble, a little better than a good one

DAVID BECKHAM SOCCER 24%
Issue: #24 A tragic, barely playable football game

DISNEY'S DINOSAUR 38%
Issue: #35 Crap game of the year

DONALD DUCK: QUACK ATTACK 29%
Issue: #36 Stuningly basic and exorbitantly priced

ETERNAL RING 35%
Issue: #32 An undeniably elegant title, but poor

EVIL TWIN: CYPRIEN'S CHRONICLES 30%
Issue: #19 So French it hurts

FLINTSTONES: THE VIVA ROCK VEGAS 13%
Issue: #18 An insult to anyone who's been to Vegas

FRANK HERBERT'S DUNE 22%
Issue: #20 Remedial AI plus horrendous controls

FROGGER 25%
Issue: #22 For a game it's a little better than a bad one

GAUNTLET 32%
Issue: #10 Play with friends and you can't win together

GO GO GOLF 15%
Issue: #33 The only thing better than a bad game is a bad one

GRADIUS 3 & 4 29%
Issue: #32 Like something a space invader would play

HIDDEN INVASION 21%
Issue: #30 Pendulum of the year, but not a good one

INTERNATIONAL LEAGUE SOCCER 07%
Issue: #12 The worst football game EVER

IRON ACES 2 17%
Issue: #20 Confusing, tedious, and a little better than a bad one

JET ION GP 07%
Issue: #23 Not a game, it's a bad game, a bad game

KNIGHT RIDER 27%
Issue: #30 An ill-conceived, but a little better than a bad one

LARGO WINCH: EMPIRE UNDER THREAT 11%
Issue: #36 Smug, hateful character in a vile game

LONDON RACER 2 23%
Issue: #30 Drive drive... thwunk. Honestly, this is crap

MARY-KATE AND ASHLEY: SWEET 16 LICENSED TO DRIVE 33%
Issue: #35 This game is utter misery

MUSIC MAKER 23%
Issue: #19 Unintentionally hilarious

POLAROID PETE 35%
Issue: #18 Like a bad game from ten years ago

POWERPUFF GIRLS, THE 29%
Issue: #31 Only challenging for dressing toddlers

PRYZM: THE DARK UNICORN 15%
Issue: #30 We never want to play this again. Ever

RUNABOUT 3 22%
Issue: #30 The handling is frankly awful

SCORPION KING, THE: RISE OF THE AKKADIAN 23%
Issue: #29 Cack-handed combat

SHADOW OF ZORRO 35%
Issue: #20 Too flimsy to even approach 'fun

SHAUN PALMER'S PRO SNOWBOARDER 35%
Issue: #18 Lacks the flair and playability of its rivals

SIMPSON'S SKATEBOARDING, THE 09%
Issue: #33 Worst. Game. Ever. Near.

SPEED CHALLENGE: JACQUES VILLENEUVE'S RACING VISION 23%
Issue: #36 Monsieur Villeneuve needs better glasses

SVEN-GORAN ERIKSSON'S WORLD CUP CHALLENGE 08%
Issue: #26 An absolute shocker

TETRIS WORLDS 32%
Issue: #23 Pointless fingering of an old-skool puzzler

TOP ANGLER 22%
Issue: #22 Plays like a damp dog

TWIN CALIBER 32%
Issue: #28 Bendy limbed stupid auto-pilot shooter

WARRIORS OF MIGHT & MAGIC 24%
Issue: #30 The terrible level design is just for starters

WDL WAR JETZ 29%
Issue: #30 Love Hewitt-thin, inadequate gameplay

WHIRL TOUR 34%
Issue: #35 Scooters? Don't even go there

PLAYSTATION 2 MAGAZINE

PSM2

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PS2

トイセシヤツマツ

YOU'RE A LOSER, BABY... SO WHY DON'T WE KILL YOU?



DAN D

If you're the sort of person who's got nothing much to do on Thursday evenings apart from watch TV, it's possible that you've seen ITV1's Young, Posh and Loaded. Various described as 'Sneer-o-vision' (Dan G), 'Pointlessly infuriating' (Jonnie) and 'compulsive watching' (Braying Wanker Quarterly), it's 'entertainment' with

the sole distinction that everyone featured in it is so punchable that it's impossible to watch the whole thing without ending up in the emergency room with slivers of TV screen protruding from your knuckles. Ahem.

How does this relate to tips? Simple. Without exception these despicable oiks've been handed everything on a silver platter, possibly with a silver spoon included. "I can't imagine what it's like to be poor," they twitter, practically inviting fist-on-glass violence. Do you want to be like that? DO YOU? Thought not.

And the thing is – what we're actually getting at here – is that it's a bit like using cheats. To a Japanese gamer, for instance, watching you stick in a code to unlock Dante and Lucia's extra outfits defies the values that gaming society's founded on. To the child who's earned that Rhino in Vice City T-shirt through sheer hard work and frustrating repetition, seeing you trill in and swipe it with a few taps of your undisciplined fingers is nothing short of gaming sacrilege. So if you're going to cheat, no matter what we say – use it as a last resort. Just imagine we're watching – and our knuckles hurt.

PSM2 PRO TIPS ARE POWERED BY



PSM2'S MANIFESTO

PSM2'S TIPS ARE: An in-depth guide to the games you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential title in detail, but keep you up-to-date with all the things that entertain, challenge or amuse us in our everyday gaming.

PSM2'S TIPS AREN'T: Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?

NEED HELP?

Are you cack-handed at Resisen? Boarding like a berk in SSX? Or have you got some advice you'd like to give to other readers? Then email us at psm2@futurenet.co.uk or write to us at the usual address.



FLESH GORDON: We've told you it's rubbish, but you still want tips. Sheesh.

> THE PICK OF WHAT'S NEW トイセシヤツマツ

HOT TIPS



We get all our hot tips from a folder where we also keep a popular tasteless grass-like snack. Yes, it's the Tip-Cress File.

MACE GRIFFIN: BOUNTY HUNTER

Choose the electro-cosh on the weapons selection screen and quickly tap in any of the following...

Double Damage Mode

11, 11, 11, 11, X, O, O, X, A + A

Have Unlimited Ammunition

11, 11, 11, 11, X, O x2, X, O x2.

Invincibility

11, 11, 11, 11, X, O x2, X, O, A

SUMMER HEAT BEACH VOLLEYBALL

'Summer lovin', happened so fast... sang Olivia-Newton John. But she

probably wasn't talking about this beach volleyball game. Because it's rubbish. And it wasn't out in 1978. Stick the following codes in for various effects, and have yourself a blast.

All characters – Peeps

All locations – 80Day

All accessories – Werit

All swimsuits and shorts – Greed

All Beach House bonuses –

Mypad

All mini-games – Major All difficulty settings – Champ

Disable arrows – Whine

Sun ball – Hot 1

Nerd ball – Golem

Coconut ball – Milky

Low gravity – Space

High gravity – Zippy

Nails mode – Nails

Spinning heads – Exos2

High pitched voices – Mouse

TIP OF THE MORNIN' INDIANA JONES AND THE EMPEROR'S TOMB

It belongs in a museum! But enough about *Tomb Raider* (ah-hahaha) – this is Indy, the whip-cracking, jaw-smacking archaeologist who gives the ladies stubble rash and the Nazis what for. He's great. Anyway, collect all artifacts in the game to unlock an art gallery, and press **LB** just before you hit the ground to enter combat mode. You won't get any damage from falling.



Low pitched voices – Horse
All FMV sequences – Musak
All trailers – Gamon

Vexx and Burnout 2 commercials:

Successfully complete the Arcade mode and the subsequent bonus match that comes up under the Easy difficulty setting.

Tina

Successfully complete the training mode.

Mannequin

Win all tournaments under the Easy difficulty setting.

Dummy

Win all tournaments under the Medium difficulty setting.

Enigma

Win all tournaments under the Hard difficulty setting.

Incognito

Win all tournaments under the Expert difficulty setting.

Hephaestus

Successfully complete the Arcade mode and the subsequent bonus match that comes up under the Hard difficulty setting.

Artemis

Successfully complete the Arcade mode and the subsequent bonus



CHAOS LEGION

OK, so if they're that chaotic, how come they're organised enough to form a legion? Eh? Eh? Anyway...

English Option

By finishing the game once, you can select English voice acting and subtitles for cutscenes in the language menu.

Extra menu and Liv Special PV

Once you've finished the game on the first level, these will both be unlocked in the main menu. Liv Special PV is a short movie about the making of the theme song.

Hard mode

Hard mode will be available if you finished the game once on normal difficulty.

Secret character – Arcia

You will be able to play as Arcia once you finished the game on normal difficulty.

Super Mode

Finish the game once on Hard difficulty. Super mode will then be available when you start up a new game. Everything now dies with just one hit, and Sieg's sword is different.

Total Results

The Total Results menu will be

unlocked if you finish the game once on any difficulty.

VIRTUA FIGHTER 4 EVOLUTION

Win poses

Completing the Trial and Tutorial modes gives you lots of rewards.

Completing the Tutorial and Tactics Advance modes gives you an accessory. For example, if you complete Tutorial with Akira, he'll get the 'Hyper Wild Hair'.

Completing Challenge mode will unlock each player's wallpapers.

Completing Mission mode awards all the players with the 'light emitting bracelet'.

Different Durals

There are different versions of Dural in Arcade mode, depending on the conditions.

Spooky Glowing Eye Dural

Reach Dural's stage when the first digit on the right of the player's Wins is 9 (eg. 9, 19, 29.).

Stealth Dural

Reach Dural's stage within [2 x (number of rounds) + 2] minutes. So if you've got your rounds set to 2, you will get to fight Stealth Dural if you reach her stage within six minutes.



SEEK AND DESTROY

Jonnie's been seeking and destroying things all month – after he finished the game, he moved on to our precious collection of out-of-date Easter eggs. Dammit.

Enter the following codes at the suspicious-looking pink tank in the first town.

1000 Gold – KWNHIO

Bound Bomb weapon – KKHWEENE

Air Gatling weapon – GSASINRI

Grand Flag – ODGRITRO

Angel Wings special part

Successfully complete the game – these allow you to fly without using a lot of fuel.

Devil Wing special part – Win all arena battles.

THE BAYEUX TIPESTRY #6

The most famous moment in the whole history of the Tapestry is, of course, Harold taking one right in the eye for the home team, an event that has since been commemorated on plates, in the London Dungeon, and in an annual Hastings event where children compete with each other to shoot the town's mayor with bows and arrows that they've carved from balsa wood in CDT lessons to win a two-minute dash through Woolworth's Pic 'n' Mix section. It's hugely popular, we believe. All of which is only very tangentially related to this month's tip, which gives you instant headshot kills in *Dead to Rights*. Just enter this code at the new game screen: **LB+LB+LB+LB**, then press **0, @, @, @, ↓, →**.

NEXT MONTH

Will the Tapestry be back next month? Well, judging by the sacks of requests to the contrary, we think possibly not.



THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

You must enter the M code first for these codes to work.

Charlie's Angels (M)
DE3C7DF2
1B53E59E
EE83A7FA
BC94F28A



Infinite Health
DE88822E
BCA99B83

Unlock All Movie Videos
DE875AD2
E0B09B02

Infinite Lives
CE9E7746
BCA99BE6
CE9E7742
BCA99BE6

Unlock All Game Videos
DE875EBE
E0BC9B02

Infinite Angel Enhanced Time
CE9E77B0
BCA99B83

Unlock All Photos
DE875062
E0BD9B02

World Championship Snooker 2003 (M)
DE3C7DF2
1B53E59E
EE8B962A
BCA99C80



All Tricks Shots Unlocked
CEA4008E
BCA99A82
CEA40088
BCA99B92

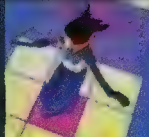
0 Points
0EA647F8
BCA99A41
DEA400A6
BCA99B83
Press Select + Down

P1 Starts With 147 Points
0EA647F8
BCA99A71
DEA400A6
BCA99B16
Press Select + Up

P2 Starts With 147 Points
0EA647F8
BCA99A61
DEA400A6
BCA92E83
Press Select + Right

P1 Starts With

Dancing Stage Megamix (M)
0E3C7DF2
1B53E59E
EE8E1962
BCB978F2



Open Everything
DE95631A
BBA89A82

P2 Always Ultra Fast Speed
DE4208C2
BCA96A83

P1 Always Ultra Low Speed
DE474AAA
BCA95B83

Dance Meter Never Inc/Decrease
CE8A6DFC
BCA9CF83

P1 Always Ultra Fast Speed
DE474AAA
BCA96A83

Full Meter After 1 Miss
DE8A6DF6
E0AC9EB2

P2 Always Ultra Low Speed
DE4208C2
BCA95B83

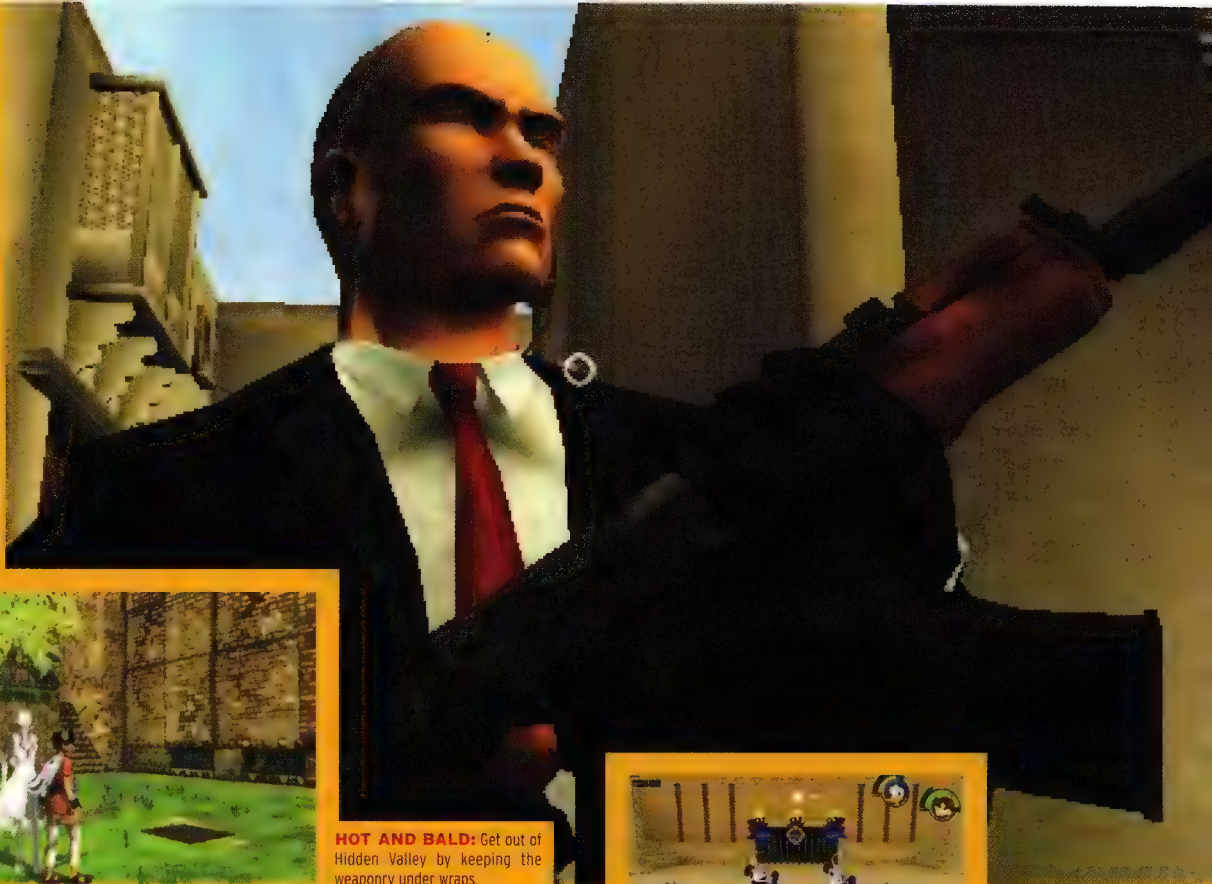
Max Score
DE8A6B5A
F8ACD61D

PRO TIPS

"TEST AN EXPERT"

TEST... MR WINNING ELEVEN 7

He's the closest thing we've got to a Japanese tutor here at PSM2 – but all he does is shout about football. All rise for Mr IVE7.



HOT AND BALD: Get out of Hidden Valley by keeping the weaponry under wraps.



SPARE HEARTS: All you have to do is walk up to the doorknob and all will be revealed...

FRUSTRATED

Dear PSM2,

I really enjoy GT3, and own all the good cars, but I'm beginning to become very frustrated with the Aston Martin V12 Vanquish. How do you unlock it?

Ian Patrick, via email

Win the British GT Car cup. Tougher than it sounds.

Passssooo-masss ... Beck-ham ... throwww-in-o-ess.

STUCK

Dear PSM2,

I'm stuck in the Hidden Valley mission in Hitman 2 – could you help me?

Nassim Ouerdane, via email

There's a fiddly way and a long way to do this. The long one is to run quickly from one tree to the next (that way you avoid the snipers) until you reach the wall. The Agency Pickup is just around the corner. Arm yourself with a pistol and cap the guard. Steal his clothes and then pick up the crossbow. Walk along the sides, shooting down all those Snipers with the crossbow. Stick to the sides and make your way to the

exit. Alternately, you should be able to just jump into the truck that's stuck at the start, and ride it all the way to the exit, although be warned – you'll have to shoot a few guards to keep it moving.

Shooto-miss!

HELP

Dear PSM2,

I need some help with SSX Tricky. On your Must Buy section on your DVD for the SSX Tricky reviews you can see Eddie Wachowski do a Near Miss Uber Trick and he has this cool multi-coloured spotted board – this is also on the video before the title screen comes up on the game. But I've been playing the game for a long time now and I still cannot find the board or find out how to do this trick. I would really like to get this multi-coloured board – please help.

Rahul Hussain, via email



BOARD STUPID: You can't unlock the spotted board, we're afraid – just the usual bog standard one.

Sorry – that footage was taken from the intro, and he doesn't have it in the game. Word on the slopes (yo) is that it was in early playtest versions.

R-y-an Giggs!

BUGGING

Dear PSM2,

Could you tell me where in Ico I can find the mace and other secret weapons? It's been bugging me for ages and I have finished the game three times now.

Christine, via email

As far as we know, the mace was replaced by a light sabre in the PAL version. Either way, it's in the waterfall part of Symmetry. Near the switch that dams the waterfall is a shed. Next to the steps is a tree. Whack the tree like a good 'un until a round rocks fall from it. Take it into the shed. Now go to the section between the stairs – notice here that one slab of the brick wall has a different color. Go up to that one and push to make it slide open. Now go and grab Yorda and bring her in. Make the two of you stand on the circular, pulsating platform in the centre of the room. A block will appear – throw the round rock into it to claim your mace/sabre, which should come from the window and appear on the floor.

Joeysocks ...

STUCK

Dear PSM2,

I'm stuck on Kingdom Hearts. I'm at the bit where you wake up by the doorknob and now I don't know what to do next. I have looked all the way round Lotus Forest but I have not found anything.

Danny, via email

If you're talking about the Bizarre Room, as we suspect, then it's simple Alice In Wonderland stuff. Listen up: just walk towards the doorknob, and as you approach it, a table will appear behind you – the blue drink that's on top of it makes you smaller, enabling you to get through the door.

Offside-o-wa? Naaaay. Go-go-go-golden goaaaaaaaal!

BAFFLED?

SHARE YOUR SUFFERING WITH PSM2...

Next month, we'll have an entirely new tips guru at the helm – Scorpion, or Dr Spong from Haven, perhaps. Or possibly someone actually funny. Don't be shy, if you've got a gaming conundrum, send your query to...

Test an Expert, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath, BA1 2BW. Or email it to PSM2@futurenet.co.uk.



METAL SLUG 3
To unlock the new game modes that are called Fat Island mode and UFO mode on the main menu, simply complete the game on the normal difficulty setting, and you'll be able to find them there.

SUIKODEN 3
Get easy money by going to the Trading Post at Brass Castle near the far right exit to the map. Buy an Ancient Text for 1,000 Potch, then go the trading post in Vinay del Xexay and sell it for about 30,000 Potch.

ZOE 2
When you're fighting Viola, you need to make use of panels or enemy robots as shields from her attacks – use them when she makes a squealing noise, as that's just before she dives at you.

VIRTUAL ON: MARZ
Successfully complete the game once. After the ending sequence and credits complete, wait for the introduction sequence to appear again. You will hear Apharmd The Hatter's usual battle phrases.

THE GREAT ESCAPE
Completing the game entirely unlocks The Greatest Escape mode, where – if you so wish – you can do any mission in the game again, but this time with the added strain of a time limit! Yaaay!

AMPLITUDE
In two-player, it's more important to finish your own lines than scuff up other people's. So keep your Cripplers and Bouncers to a minimum, even if you're the competitive type.

SHINOBI
With 20 Oboro Coins, you will unlock several new features in the Options menu – namely the Art Gallery (you'll see more exhibits the more coins you collect), Movies and Stage Select.

EXCLUSIVELY FOR PLAYSTATION 2!

CHEAT!

THE KILLER NEW TIPS LINE
EXCLUSIVELY FOR PS2!

THE BEST CHEATS
AND TIPS!

CALL
NOW!

VOICE
ACTIVATED!

1. Dial the number
2. Answer the simple prompts
3. Solve your gaming problems!

*NO DRAWN-OUT
MENUS

UNBEATABLE!

● The latest
tips and cheats

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every week

● Compiled by
experts

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games

● Get tips
texted to your
mobile at no
extra charge

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per minute!

CALL
NOW!

TOMB RAIDER: THE ANGEL OF DARKNESS

Skip levels!

THE HULK

Invulnerability, one-hit kills, all
puzzles solved and more!

SILENT HILL 3

Hidden options plus a complete
costume change!

DIE HARD VENDETTA

Invincibility, big heads, exploding
fists and more!

DEAD TO RIGHTS

Unlock everything, unlimited
armour, invisibility!

PLUS TIPS FOR ALL THESE GAMES...

2002 FIFA WORLD CUP
ACTIVISION ANTHOLOGY
ATV OFFROAD FURY 2
BIG MUTHA TRUCKERS
BLACK AND BRUISED
BLADE 2
BMX XXX
BURNOUT
BURNOUT 2: POINT OF IMPACT
CONFLICT: DESERT STORM
CRASH BANDICOOT:
THE WRATH OF CORTEX
CRAZY TAXI
DEAD OR ALIVE 2
DEVIL MAY CRY 2
DEF JAM VENDETTA
DEUS EX
DEVIL MAY CRY
DRAKAN: THE ANCIENTS' GATES
DR MUTO
ENTER THE MATRIX
EOE: EVE OF EXTINCTION
FIFA 2003

FISHERMAN'S CHALLENGE
GRAND THEFT AUTO III
GRAND THEFT AUTO: VICE CITY
GRAN TURISMO 3: A-SPEC
GRAN TURISMO CONCEPT:
2002 TOKYO GENEVA
HEADHUNTER
HITMAN 2: SILENT ASSASSIN
HOT WHEELS: VELOCITY X
JAMES BOND 007 IN...
AGENT UNDER FIRE
JAMES BOND 007: NIGHTFIRE
JURASSIC PARK: OPERATION GENESIS
LARGO WINCH: EMPIRE UNDER THREAT
LEGIONS OF WRESTLING
LEGION: THE LEGEND OF EXCALIBUR
LMA MANAGER 2002
MAT HOFFMAN'S PRO BMX 2
MAX PAYNE
MEDAL OF HONOR: FRONTLINE
METAL GEAR SOLID: SUBSTANCE
MIDNIGHT CLUB II
NBA STREET

NEED FOR SPEED: HOT PURSUIT 2
PAC-MAN WORLD 2
PRIMAL
PRO EVOLUTION SOCCER
PRO EVOLUTION SOCCER 2
RATCHET & CLANK
RAYMAN M
RED FACTION
RED FACTION II
REIGN OF FIRE
RESIDENT EVIL CODE: VERONICA X
ROCKY
SAVAGE SKIES
SMASH COURT TENNIS: PRO
TOURNAMENT
SPEED KINGS
SPIDER-MAN
SPYRO: ENTER THE DRAGONFLY
SSX TRICKY
STAR WARS: JEDI STARFIGHTER
STAR WARS: THE CLONE WARS
STATE OF EMERGENCY
STUNTMAN
TEKKEN TAG TOURNAMENT
TENCHU: WRATH OF HEAVEN

THE GETAWAY
THE LORD OF THE RINGS:
THE TWO TOWERS
THE LORD OF THE RINGS: THE
FELLOWSHIP OF THE RING
THE MARK OF KRI
THE SIMPSONS: ROAD RAGE
THE SIMS
THIS IS FOOTBALL 2002
TIGER WOODS PGA TOUR 2002
TIGER WOODS PGA TOUR 2003
TIMESPLITTERS
TOCA RACE DRIVER
TOM CLANCY'S GHOST RECON
TONY HAWK'S PRO SKATER 3
TONY HAWK'S PRO SKATER 4
TUROK: EVOLUTION
TWIN CALIBRE
V-RALLY 3
VIRTUA FIGHTER 4
WHIRL TOUR
WIPEOUT FUSION
WORLD RALLY CHAMPIONSHIP 2001
WRC II EXTREME
X-MEN 2: WOLVERINE'S REVENGE

OVER 16'S CALL

0907 052 3658

UNDER 16'S CALL

0907 052 3654

Calls to the numbers above are charged at 50p per minute. Calls from mobiles, some networks and abroad may be higher. Always get the permission from the person paying the phone bill before you call. Each call to the under 16's number will end after six minutes, and cost no more than £3.00 if called from a standard phone line.

PSM2

"DO YOU KNOW THE SOUND OF ONE HAND CLAPPING?"

PRO DOJO

Welcome to the NEW Dojo. Reckon you're the best at Vice City? Unbeatable at Gran Turismo 3? Well here's your chance to prove it and – ulp – become actually very famous indeed...

PROVE YOUR MASTERY!



YES! We've rebuilt our Dojo, making it bigger, more in-depth and more inviting to every PSM2 reader. Got any of the games featured on the next six pages? Now YOU can compete with every other PSM2 reader in the world and – if you're any good – you'll soon be featuring in our charts (updated every month) and getting your performance on our DVD.

Simply follow the guide below and you're on the road to fame. PLUS! As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the new chart-toppers every month with a pack of games and goodies! **PSM2**

WIN STUFF!

LOOK COOL

Roll up, roll up. Prove your skills and be famous forever. Pick your game, beat the score and video your efforts. Send it in and you too can join PSM2's gaming elite. Do it now!

HOW TO BECOME FAMOUS!

FIRST: Be really good at one of our challenge games. Have a look over the next six pages, read what the challenge is and decide if you can do better. If you can beat our fifth place offering then we want to know about it. Top the chart and you'll be famous forever!

SECONDLY: We need proof of your skill. Plug your PS2 into your video. Got the lead that came with your PS2? Use it to connect to your video's SCART socket or composite inputs (if you're using them). Switch to your TV's video channel then cycle through your video's inputs to see

your PS2 lurking on one of them. Load up your game of choice and find the music option. Turn this to zero – we want your game sound but no dodgy music, OK? Start the video recording and play your replay or begin playing the game. Do your best and, when you're done, record the highscore table or results screen for 30 seconds or so, so that we can see your performance easily. Finally, wind your tape to the beginning of your award-winning effort and write your name, challenge and score on the label (or stick a piece of paper on it).

THIRDLY: We need a picture of you. You won't be a star player without one, and your appearance on the DVD will be shallow and worthless. Write your name on the back so we can match it with your video entry. You can also

email your pic to psm2@futurenet.co.uk. Call your email 'Pro Dojo' and don't forget to include your name and your challenge details.

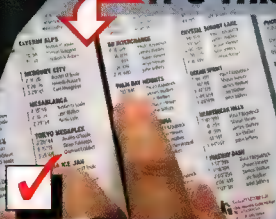
FINALLY: Fill in the form at the end of the section (we do accept photocopies – we can't bear to cut up our PSM2s either) and put all three things (your video, your photo and your entry form) in an envelope. Label her up 'Pro Dojo' and post the lot to us. Good luck.

PRO DOJO CHECKLIST:

- Photo
- Video
- Entry Form

BINGO!

IT'S THIS EASY...



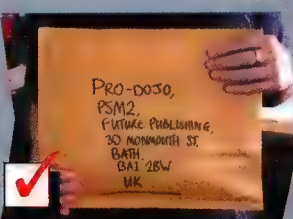
Check the charts. Can you beat any score featured? You can? Wizard!



Set up your video (described above) and record your performance. Nicely done.



Wind the tape to the right place and get a photo of yourself. Anything will do.



Send the lot to the Pro Dojo address just over there. Right a bit... There!

YOU'RE A GAMING GOD!

Send your tapes to:
Pro-Dojo, PSM2,
Future Publishing,
30 Monmouth St,
BATH BA1 2BW,
UK.



NEW LOOK!

We've not only upped the number of challenges but lobbed in all sorts of new opportunities for fame too. All your favourite games last their then send in a tape and we could start a new challenge (PS) for you.



NEW CHALLENGE!

CHALLENGE 1

MIDNIGHT CLUB 2

Oh my God! The sight of last month's average MC2 times has sent you all into overdrive. We've new times on EVERY race. Well done, you lot. Why not enter a circuit race in Arcade mode and try to beat any of the top five times shown below.

BEVERLY HILLS THRASHER

2'50"13	Paul Fitzpatrick	NEW!
3'02"13	Mike Hunt	NEW!
3'03"73	Desmond Foley	NEW!
3'08"25	Chris Hill	NEW!
3'15"37	Ryan Carson	NEW!

ARRIVALS & DEPARTURES

3'10"85	Paul Fitzpatrick	NEW!
3'34"81	Desmond Foley	NEW!
3'40"69	Chris Hill	NEW!
3'42"85	Mike Hunt	NEW!
3'53"64	Ryan Carson	NEW!

LA TURISMO

1'47"27	Paul Fitzpatrick	NEW!
1'58"14	Chris Hill	NEW!
2'06"10	Ryan Carson	NEW!
2'04"10	Desmond Foley	NEW!
2'10"34	Mike Hunt	NEW!

RIVER RAID

2'28"66	Paul Fitzpatrick	NEW!
2'50"41	Desmond Foley	NEW!
2'54"53	Mike Hunt	NEW!
2'54"89	Chris Hill	NEW!
3'00"89	Ryan Carson	NEW!

RUN OFF

3'05"93	Paul Fitzpatrick	NEW!
3'20"57	Chris Hill	NEW!
3'20"69	Desmond Foley	NEW!
3'25"77	Ryan Carson	NEW!
3'31"73	Mike Hunt	NEW!

DUMPED! This month's prime *Midnight Club 2* loser is:
RIVER RAID: 4'42"23 Gavin Rogers
YOU'VE BEEN MARKED FOR TERMINATION



CHALLENGE 2

TEKKEN 4

Survival's the name of the game in our *Tekken 4* challenge. Pick your favourite combatant and see how long you can last. We need at least your final ten fights on tape as proof.

WINS CHARACTER

216	Heihachi	Gary McIlveney	NEW!
109	Jin	Neil Young	NEW!
102	Heihachi	Simon Miljeteig	
92	Heihachi	Simon Gordon	
92	Lee	Lee Walker	

DUMPED! This month's prime *Tekken 4* losers are:
SURVIVAL MODE: 78 Grant Hayter
SURVIVAL MODE: 80 Andrew Rollins
YOUR POWERS ARE WEAK, OLD MEN



Welcome to the home of heroes
 where PSM2's star players fight to the death!

PSM2 STAR PLAYERS

THIS MONTH

1

LAST MONTH

1

STAR PLAYERS



PAUL FITZPATRICK

He's top for a second month (earning a yellow belt) with an even greater lead than last month - thanks to him buying (and thrashing) *Midnight Club 2*, er, too.

PSM2 Dojo Calculus: 50 + 10 + 16 + 132 + 43 =

251

"YOU NAME THE GAME, I SHALL OBLITERATE ALL CHALLENGERS!"

SPECIALIST IN:

Burnout 2, GTA: VC
 Colin McRae Rally 3
 Midnight Club 2

The readers to the right are PSM2's Star Players. All are present in at least one chart, and each month we put them head-to-head across ALL of our charts and games and produce the definitive performance chart. If you can top this beauty then you're the best PSM2 player in the world.

Check some of the credentials opposite. You'll see that if you're going to make it to the level of a Games God you're going to have to top more than one of our charts, and often show your skill across lots of different games.

Want to get involved? Best start sending us your tapes. Who knows? Next month you could be here...

2

2



AUSTIN O TOOLE

No-one's beaten Austin's amazing *SSX Tricky* times, so he's retained his position on the board.

PSM2 Dojo Calculus: 90 + 4 + 4 + 3 + 4 + 4 =

109

3

4



JAMES WALKER

James' dedicated effort moves him a place up the table. He's currently the mighty Fitzpatrick's main challenger.

PSM2 Dojo Calculus: 78 + 5 + 4 =

87

4

6



CHRIS HILL

Another climber, Chris has leaped two places thanks to great *Burnout 2* and new *Midnight Club 2* scores.

PSM2 Dojo Calculus: 28 + 15 + 6 =

66

5

NEW ENTRY!



DAMIAN CURRAN

A superb set of new times for *Colin McRae* see Damian landing smack into the middle of the scoreboard.

PSM2 Dojo Calculus: 64 =

64

6

3



ALEX SANDISON

Alex slliiides down the ratings, pulling none of his great *SSX Tricky* tricks on the way. C'mon Alex!

PSM2 Dojo Calculus: 54 =

54

7

NEW ENTRY!



STEVE MORAN

Tubs is a long-time Dojo entrant, and so has scores dotted all over the shop. *Hitman 2*'s his current fave.

PSM2 Dojo Calculus: 3 + 4 + 31 + 4 + 4 =

46

8

5



SHAUN HEWER

The barmy butcher gets beaten in some of his charts this month and needs new times to stop the slide.

PSM2 Dojo Calculus: 39 + 4 =

43

9

9



LEE WALKER

Lee's position is unchanged this month, but he's got more points. Watch out, ninjas above, he's coming for you.

PSM2 Dojo Calculus: 1 + 17 + 22 =

40

10

NEW ENTRY!



DANIEL CHEEK

We haven't seen many new *Tony Hawk*'s scores lately, but Daniel sent us some belters. Well done, Daniel-san.

PSM2 Dojo Calculus: 31 =

24

HOW IT WORKS

Sure, you can enter one challenge and get your name in one chart, but why stop there? Why not send us a tape full of your efforts? As well as updating the challenge charts we total up

player's performances across ALL of our charts to produce our monthly Star Players chart. Top place and new entries get their efforts on our DVD - PLUS a package of goodies. Top one of our challenge charts

and you'll get ten BIG points. It's four for second place, three for third, two for fourth and a single point for fifth.

PLUS! We reward long service too. Stay on the chart for two

months and you'll get your Yellow Belt, three months earns you a Green Belt and three months-plus makes you a true champion - earning you the coveted PSM2 Black Belt status!

POINT ACCUMULATION SYSTEM

1ST in any chart = 10 points
 2ND in any chart = 4 points
 3RD in any chart = 3 points
 4TH in any chart = 2 points
 5TH in any chart = 1 point

BELT SYSTEM

Stay in the top ten for two months = Yellow belt
 Stay in the top ten for three months = Green belt
 Stay in the top ten for four months = Black belt

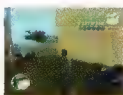
Five months = Ninja!

GRAND THEFT AUTO: VICE CITY

How could we take out one of our most popular challenges? Yes, our pair of Vice City charts are as popular as ever. Get practising and, if you can beat any of the times shown below, send in your tape of your complete run.

THE PCJ PLAYGROUND CHART

Activate the PCJ playground mission by hopping on to the bike that's leaning against the big grass-verged building near the Malibu Club (see pic below). Now, you've got two minutes to complete this 24-checkpoint course. You can complete the course in any order you like, and the fastest times make it into the league. NO CHEATS tho'. Send us your ENTIRE runs on VHS and get on our DVD.



FASTEST TIME

00'50"00	Paul Fitzpatrick	NEW!
00'51"00	Shaun Hewer	
00'51"00	Steve Moran	NEW!
00'52"00	Desmond Foley	NEW!
00'53"00	Martin Burke	NEW!

THE CROSS-TOWN TRAFFIC CHART

We want you to race from the Hyman Condo in the Downtown district all the way to the Lighthouse in Ocean Beach (check the pics). Drive right up to it, and hop off, or out of, the vehicle to finish. See the pics below for details. And don't forget, we want to see your *whole* run on tape. You can use any vehicle and any cheats – as long as you don't use aircraft or the flying cars cheat.



FASTEST TIME

01'07"00	Desmond Foley	NEW!
01'11"00	Simon Sherwood	
01'12"00	Norman Morrison	
01'31"00	Martin Burke	
01'31"00	Marley Rudland	

DUMPED!
This month's Vice City loser is:
PCJ PLAYGROUND:
00'57"00 Simon Millard
TOTALLY OUTCLASSED



PSM2 REWIND

Where we show off your best bits every month

It's not just about being at the top of a chart or wowing your mates with a three month stint atop the Head 2 Head league. We at PSM2 watch EVERY SINGLE tape that's sent to us, and here's where we pick out the five runs that entertained us the most. Shock, surprise and amaze us and see your skills right here...



Every month we're inundated with tapes for Pro Dojo. And every month we're amazed in equal measures by the skill and stupidity of some of our readers. Here's this month's round-up of notable failures:

Anonymous of Unspecified who remembered to send in a tape but forgot to enclose his or her form. Ya numpity!

Gary McIlveney made it to the top of the Tekken board with 216 wins – and made the poor scores ninja sit through all of them. Well done for the score, but next time, start taping at around 90!

PATIENT!

GARY MCILVENEY
Gary managed a whopping 216 victories at Tekken 4, outstripping the opposition by miles. Any longer and he'd have had to take a break so poor old Heihachi could go to collect his pension.

SECRET!

ASHLEY EDWARDS
The name's Edwards, Ashley Edwards, and the score is a little higher than 007 – in fact, it's 1,357,932 on Nightfire's Chain Reaction level. Watch it and be amazed.

SMASHING!

MARTIN KRISTOFFERSON
Just when you thought you'd seen people smash windows quickly, along comes Martin with his *two at once* method. 18.6 seconds? He's over *two seconds* faster than the nearest challenger!

SCARY!

PAUL FITZPATRICK
Two months at the top means that Paul is good. His *Midnight Club 2* runs prove how good. Lots of ninjas entered, but he came top in EVERY SINGLE race. Check out this 3'10"85 run on Arrivals and Departures.

DEADLY!

GAVIN MCINTYRE
Three ninjas sent in murderously good times for Hitman 2's Anathema mission, but Gavin's was by far the fastest. 2'34" clinches it by a *second*. He hasn't done badly in the other missions, either, so don't cross him...

COLIN MCRAE RALLY 3

More frantic activity in the CMC charts with the experts closing the ranks on newcomers. Come on, Fight back!

WARWICK

2'37"49	Damian Curran	NEW!
2'46"21	Norman Morrison	NEW!
2'46"64	Paul Fitzpatrick	
2'47"24	Rik Ibbotson	NEW!
2'47"92	Garry Bee	NEW!

STONE LEIGH

2'39"93	Damian Curran	NEW!
2'46"20	Rik Ibbotson	NEW!
2'46"41	Norman Morrison	NEW!
2'48"72	Paul Fitzpatrick	
2'51"92	Garry Bee	NEW!

LITTLE CAWFORD

2'04"85	Damian Curran	NEW!
2'08"21	Colm McTaggart	
2'11"85	Norman Morrison	NEW!
2'12"24	Paul Fitzpatrick	
2'13"60	Rik Ibbotson	NEW!

LLANGURIG

2'45"89	Damian Curran	NEW!
2'54"32	Rik Ibbotson	
2'55"08	Garry Bee	NEW!
2'56"41	Norman Morrison	NEW!
2'56"60	Paul Fitzpatrick	

LLYN CLYWEDOG

2'11"57	Damian Curran	NEW!
2'11"64	Paul Fitzpatrick	NEW!
2'13"01	Norman Morrison	
2'13"52	Garry Bee	NEW!
2'13"68	James Walker	NEW!

RHAYADER

2'41"89	Damian Curran	NEW!
2'44"12	Garry Bee	NEW!
2'44"57	James Walker	NEW!
2'44"96	Paul Fitzpatrick	NEW!
2'46"45	Norman Morrison	NEW!

STONETHORPE

1'12"64	Rik Ibbotson	NEW!
1'12"76	Damian Curran	NEW!
1'12"92	Norman Morrison	NEW!
1'12"96	Paul Fitzpatrick	
1'13"00	James Walker	



DUMPED!
This month's Colin McRae 3 loser is:
LLYN CLYWEDOG:
2'22"21 Norman Morrison
IS YOUR PAD PLUGGED IN?



SSX TRICKY

Stat up your boarder however you like, then leap suicidally off any of the mountains below. We're looking for both top times and top scores, so mix up your tricks and go for it.

TOP SCORES SNOWDREAM

1,813,890	Alex Sandison
1,701,450	Alex Greenall
1,557,780	Jonathan Minott

ELYSIUM ALPS

2,730,740	Austin O'Toole
2,629,495	Sam Payne
2,598,460	Harry Payne

MERQURY CITY

2,828,640	Alex Sandison
2,594,165	Austin O'Toole
2,265,770	Sam Payne

MESABLANCA

1,500,890	Alex Sandison
1,435,645	Austin O'Toole
1,059,970	Lee Walker

TOKYO MEGAPLEX

31,714,410	Lee Walker
2,409,945	Alex Sandison
2,198,630	Austin O'Toole

PIPEDREAM

2,531,230	Austin O'Toole
2,325,820	John Norman
2,312,200	Anthony Portch

GARIBALDI

2,133,850	Alex Sandison
1,983,820	Austin O'Toole
1,947,200	Chris Abnett

ALASKA

2,123,410	Alex Sandison
2,075,255	Amanda Offord
1,837,801	Jeff Bell

DUMPED! This month's SSX Tricky losers are:
TOKYO MEGAPLEX: 3'21"68: Damian Lobbet

YOU'VE LEFT YOUR CHEESE IN THE WIND

TOP TIMES SNOWDREAM

1'47"93	Austin O'Toole
2'05"10	Frederick Astier
2'06"55	Alex Duffy

ELYSIUM ALPS

3'26"16	Austin O'Toole
3'28"38	Simon Baggott
3'30"14	Frederick Astier

MERQURY CITY

2'31"26	Austin O'Toole
3'28"76	Gareth Russell
3'29"43	Carl Musgrove

MESABLANCA

2'13"58	Austin O'Toole
3'15"13	Lee Walker
2'24"44	Andy Lyle

TOKYO MEGAPLEX

2'26"44	Austin O'Toole
3'15"13	Dean Edwards
3'20"52	Jonno Kelsey

ALOHA ICE JAM

1'32"99	Austin O'Toole
1'37"64	Alex Duffy
1'40"75	Carl Musgrove

GARIBALDI

2'38"54	Austin O'Toole
2'39"54	Carl Musgrove
2'40"43	Gareth Russell

ALASKA

4'06"23	Andrew Stone
4'14"21	Austin O'Toole
4'23"56	Frederick Astier

BURNOUT 2

No, no, no! No reversals please! Other than that, please do feel free to give any of these tracks mentioned here a spin in whatever motor you fancy.

AIRPORT TERMINAL 3

0'33"639	Paul Fitzpatrick
0'33"639	James Walker
0'33"819	Lee Walker
0'33"959	Callum Murphy
0'33"979	James Woosley

AIRPORT TERMINAL 1&2

1'17"979	Paul Fitzpatrick
1'18"299	James Walker
1'18"899	Shaun Hewer
1'17"179	Chris Hill
1'19"359	Lee Walker

INTERSTATE LOOP

0'59"960	Paul Fitzpatrick
1'00"079	James Walker
1'00"440	Shaun Hewer
1'00"520	Chris Hill
1'00"599	Daniel Hammond

88 INTERCHANGE

2'15"739	Paul Fitzpatrick
2'15"799	James Walker
2'17"459	Shaun Hewer
2'21"479	Steve Moran
2'21"680	John Jeffery

PALM BAY HEIGHTS

1'03"500	Paul Fitzpatrick
1'03"760	James Walker
1'04"180	Lee Walker
1'04"559	Shaun Hewer
1'05"199	John Jeffery

PALM BAY MARINA

1'26"980	Paul Fitzpatrick
1'27"339	James Walker
1'28"059	Shaun Hewer
1'28"459	Daniel Hammond
1'28"039	Chris Hill

SUNRISE VALLEY DOWNTOWN

0'40"879	James Walker
0'40"979	Paul Fitzpatrick
0'41"440	Shaun Hewer
0'41"460	Lee Walker
0'42"520	Daniel Hammond

SUNRISE VALLEY SPRINGS

1'04"880	Paul Fitzpatrick
1'05"380	James Walker
1'06"179	Shaun Hewer
1'06"840	Lee Walker
1'07"019	John Jeffery

BIG SURF GROVE

1'05"440	Paul Fitzpatrick
1'05"700	James Walker
1'06"419	Lee Walker
1'06"780	Shaun Hewer
1'07"619	Jonathon Howling

BIG SURF SHORES

1'37"440	James Walker
1'37"619	Paul Fitzpatrick
1'38"699	Shaun Hewer
1'39"380	Steve Moran
1'39"500	Lee Walker

CRYSTAL SUMMIT PEAK

0'40"240	Paul Fitzpatrick
0'41"679	James Walker
0'41"900	Lee Walker
0'42"199	Shaun Hewer
0'44"400	Paul McKenzie

CRYSTAL SUMMIT LAKE

1'57"580	Paul Fitzpatrick
1'58"400	James Walker
2'00"780	Shaun Hewer
2'09"279	John Jeffery
2'10"619	Simon Brown

OCEAN SPRINT

1'45"019	Paul Fitzpatrick
1'45"879	James Walker
1'46"419	Shaun Hewer
1'49"059	Lee Walker
1'49"939	John Jeffery

HEARTBREAK HILLS

1'40"059	James Walker
1'40"079	Paul Fitzpatrick
1'41"299	Shaun Hewer
1'43"939	Lee Walker
1'44"359	John Jeffery

FREEWAY DASH

1'54"919	Paul Fitzpatrick
1'56"339	James Walker
1'58"819	Shaun Hewer
2'02"933	Paul McKenzie
2'03"559	Chris Hill

DUMPED!
 This month's Burnout 2 losers are:
INTERSTATE LOOP: 1'00"635: Paul McKenzie
AIRPORT TERMINAL 1&2: 1'19"719: Jamie Bryson
FREEWAY DASH: 2'06"439: Lee Walker
NEED A PUSH, FELLAS?

PRO-DOJO

"FLAWLESS PERFORMANCE"

JAMES BOND 007 IN... NIGHTFIRE

NEW CHALLENGE!

Here are those leagues for the first half. Remember, the harder the skill level, the higher the scores, and we want to see your best level in full...

NIGHTSHIFT

1,270,500	Ian Lane
1,261,554	Brian Dunne
230,178	Richard Thorpe
229,038	Chris Reading
210,315	Sam Goodwyn

CHAIN REACTION

1,357,932	Ashley Edwards
1,323,258	Ian Lane
808,518	Michael Ewart
235,407	Richard Thorpe
230,398	Peter Fullbrook

PHOENIX FIRE

781,630	Robert Harding
422,218	Ian Lane
133,693	Peter Fullbrook
132,736	Richard Thorpe
121,837	Ian Carter

DEEP DESCENT

195,054	Craig Lee
194,726	David Maddock
188,373	Colin Ellery
187,526	Andrew Kelly
163,698	John Preston

ISLAND INFILTRATION

614,150	Robert Harding
248,936	Chris Reading
229,647	George Thompson
227,226	Peter Fullbrook
219,738	Jeremy Ward

EQUINOX

1,050,000	Robert Harding
255,363	Andrew Park
254,928	Daniel Rawlins
250,635	Chris Reading
249,955	Gaye London

DUMPED!
 This month's Nightfire losers are:
CHAIN REACTION: 262,653: Terry Smith
EQUINOX: 249,425: Simon Reeves

WE'VE BEEN EXPECTING YOU... TO DO BETTER

TIMESPLITTERS 2

A steady stream of new entries proves theres still plenty of mileage in this old classic yet. Keep them coming.

GLASS SMASH

Bricking It

18.6	M. Kristofferson
21.2	Steve Moran
21.4	Sam Middleton
21.4	Matthew Novak
22.0	Dave Peppiatt

INFILTRATION

Trouble At The Docks

13.7	M. Kristofferson
17.0	Matthew Novak
17.2	Simon Miljeteig
18.1	Andrew Ireland
18.7	Simon Brett

BANANA CHOMP

Monkey Business

42.6	M. Kristofferson
44.9	Sam Middleton
44.9	Stephen O'Neill
46.7	Jack Fanning
46.8	Richard Hather

BEHEAD THE UNDEAD

Fight Off The Living Dead

411100	Simon Miljeteig
278225	Jason Goodwright
216975	Daniel Cant
206350	Simon Douel
198750	Matthew Novak

DUMPED! This month's TimesPlitters 2 losers are:
BRICKING IT: 22.2: Tim Cooper **BANANA CHOMP:** 46.9: Ozric Hayter

WE SUGGEST YOU PAY ATTENTION IN CLASS



COME AND 'AVE A GO...

Fancy your chances, do you? Think you can take on the collective might of the PSM2 team and win? Well we'd like to see you try...

There are no prizes. There are no competitions to enter. Our 'Ave A Go column merely gives you the opportunity to know that you are better at PES2 than Dan D.

Here's what we've been playing and here's how good we are. Beat this...



Jonnie

ALIEN VS PREDATOR: EXTINCTION

On the Marines campaign you'll discover a secondary objective around mission five that requires you to protect a suicidal civilian professor. Get this cretinous egg-head out of the Alien nest alive and you'll earn big respect from the one they call 'The Bryant'.



Dan G

SOUL CALIBUR 2

Survive as long as you can in *Soul Calibur 2*'s - wait for it - Survival mode. I've got 35 wins, proving both my madskillz and extremely potent manhood. Reckon you can beat me?



Dan D

ATV OFF ROAD FURY 2

On the aptly-named Prospect Springs try and beat my longest jump of 185 feet (Springs? Jump? Geddit? Sheesh). I'll eat my not-inconsiderable hair if you can do it.



Nick

THE GREAT ESCAPE

On any of the levels in the prison camps, alert the guards to your presence and see how long you can survive while they swarm towards you. I managed five minutes. So up yours.



Adrian

JUDGE DREDD

If you think you can complete the Smokatorium Story Mode level in under four minutes, you're a better judge than I. Dreddy, steady, go! (...)



Milf

SCRABBLE

Foolish fleshlings! Intrigued by your pathetic mental capacity, I command you to make a seven letter word out of the following letters. I M P R A D Y. Failure equals death!



POSSE GALORE:

Can you beat the PSM2 team? Of course you can they're rubbish. Argh! (Muffled gunshot... silence).



TRICKS OF THE TRADE

Need some help? Here's our monthly round up of hints and tips that'll propel you to gaming greatness.



JAMES BOND 007 IN... NIGHTFIRE

Not much movement on these charts right now, so if you can beat the scores, you may well get a place - and even a place in the top 10!



HITMAN 2: SILENT ASSASSIN

Practice makes perfect with *Hitman*. Getting the shot spot-on, without taking ages to aim, will make all the difference to your time. Get your sniping skills polished up.



Challenge 3

GRAN TURISMO 3

Things are shifting, and there are some sterling scores to beat. Freeride Arcade times is what we're after, so grab yourselves a pad and get going, speed freaks.

SUPER SPEEDWAY

0'22"967	Paul Fitzpatrick	NEW!
0'23"844	James Walker	NEW!
0'23"452	Alan Kelly	NEW!
0'23"623	George Boothby	NEW!
0'23"792	Lee Boothby	NEW!

TRIAL MOUNTAIN

0'58"612	Paul Fitzpatrick	NEW!
0'59"336	George Boothby	NEW!
0'59"362	Alan Kelly	NEW!
0'59"538	Lee Boothby	NEW!
0'59"553	Amanda Offord	

MIDFIELD RACEWAY

0'51"375	Paul Fitzpatrick	NEW!
0'52"119	Alan Kelly	NEW!
0'52"217	Lee Boothby	NEW!
0'52"448	Amanda Offord	
0'52"479	Mike Di Iorio	NEW!

SWISS ALPS

0'54"656	Paul Fitzpatrick	NEW!
0'55"193	Amanda Offord	
0'56"235	George Boothby	NEW!
0'56"348	Lee Boothby	NEW!
0'56"377	Mike Di Iorio	NEW!

SMOKEY MOUNTAIN

0'46"845	George Boothby	NEW!
0'56"503	Mike Di Iorio	NEW!
0'47"414	Paul Fitzpatrick	NEW!
0'47"833	Lee Boothby	NEW!
0'48"068	Alan Kelly	NEW!

DUMPED!

This month's prime GT3 loser is:
■ SMOKEY MOUNTAIN:
0'48"196 Amanda Offord

SAY GOODBYE TO THE EX-FIRST LADY OF GT3

Challenge 10

METAL GEAR SOLID 2: SUBSTANCE

It's only been out for a couple of months so far, but we've already had a whole bundle of entries for the Snake VR missions from our keenest readers... These are the times taken, not time left

SNEAK LV.5

00'10"80	Chris Hill	
00'11"90	Mike Hunt	
00'13"38	Lee Perryman	NEW!

FPS MODE LV.1

27480	Adam Justice	
25125	Mike Hunt	
21955	Chris Hill	

ELIMINATE ALL LV.5

00'22"54	Chris Hill	
00'23"26	Lee Perryman	NEW!
00'53"16	Ben Childs	NEW!

FPS MODE LV.2

00'19"50	Ryan Carson	NEW!
00'20"62	Chris Hill	
00'29"54	Lee Perryman	NEW!

WEAPON: ASSAULT LV.5

53828	Lee Walker	
43759	Chris Hill	
41437	Ben Childs	NEW!

FPS MODE LV.3

55944	Mike Hunt	
28837	Chris Hill	
27480	Stevie Took	

WEAPON: NIKITA LV.5

00'30"98	Chris Hill	NEW!
00'31"95	Adam Justice	
00'35"22	Mike Hunt	

DUMPED!

This month's prime Metal Gear Solid 2: Substance loser is:
■ SNEAK LV.5:
1'57"10: Alastair Berger

WE HEARD YOU COMING FROM A MILE AWAY





CHALLENGE 11

TONY HAWK'S PRO SKATER 4

Come on folks, we don't want to see repetitive one-trick wonders here – keep it nice and varied with a good spread of stunts. Steer clear of the Career mode, make full use of the terrain – and send us the proof on VHS.

COLLEGE

20,185,878	Daniel Mosley
18,834,222	Jake Douglas
9,456,020	Carl McCally
7,591,680	Daniel Cheek NEW!
5,543,190	William Green

SAN FRANCISCO

34,320,650	Daniel Cheek NEW!
17,882,326	Dan Bedwood
15,221,002	Jamie Morgan
6,667,943	Bob Travis
4,784,113	Martin Brooker

ALCATRAZ

22,562,021	Steve O'Neil
20,854,203	Jamie Morgan
19,441,000	Michael Polson
13,326,180	Daniel Cheek NEW!
13,888,345	Tim Crosby

KONA

17,776,092	Liam Collet
15,722,178	Richard Garret
9,947,516	Daniel Cheek NEW!
7,212,888	Jamie Morgan
7,100,567	Rob Bickley

SHIPYARD

30,098,654	Alex Richardson
29,689,100	Nigel Brand
25,654,289	Vince Pratt
15,426,160	Daniel Cheek NEW!
10,333,190	Brian Moore

DUMPED! This month's prime Tony Hawk's loser is:
ALCATRAZ: 10,675,101 Doug Gysler
TIME TO GET BACK ON THE BOARD

LONDON

13,117,887	Daniel Cheek NEW!
10,541,205	Steve Moran NEW!
10,417,894	Daniel Mosley
9,817,004	Mark Stone
8,296,332	Ray Warrel

ZOO

15,257,134	Ian Gillingham
14,226,239	Jensen Holzer
12,009,876	Morris Eade
12,000,006	Paul Jallif
8,789,333	Christian Scott

CHICAGO

15,603,342	Charles Windstaff
15,057,642	Steve O'Neil
12,876,174	Tony Harrison
8,508,873	Daniel Cheek NEW!
7,631,597	Rodney Cox

CARNIVAL

16,445,408	Paul Dennis
14,486,987	Jonathan Griffiths
14,005,679	Rodney Cox
10,757,442	Martin Prince
8,164,597	Robert Brent



APPRENTICE NINJAS

They may not have made it on to our charts but this lot deserve a shout nonetheless.

Andrew Hodges
 007 Nightfire
 Alpine Escape
 505,932

Johnathan McLean
 007 Nightfire
 Enemies Vanquished
 1,136,616

Anthony Lord
 Gran Turismo 3
 Midfield Raceway
 0'53"683

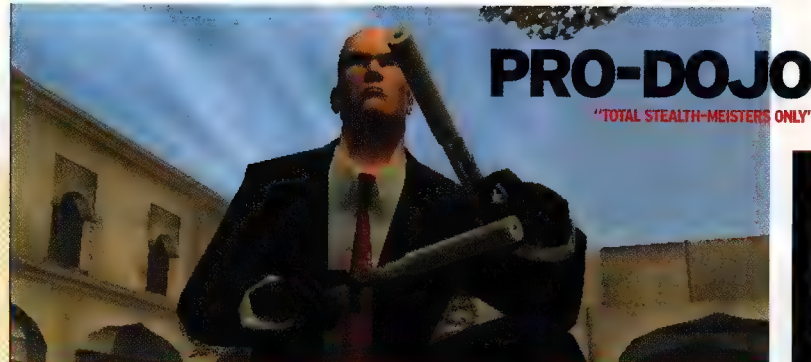
Kate Horland
 Tony Hawks 4
 Zoo
 8,567,3894

Jeremy Youth
 Burnout 2
 88 Interchange
 2'21"721

Kanj Rupton
 Midnight Club 2
 Zoo
 3'10"43

THINK YOU CAN DO BETTER?

Then fill in the form, send us a message to print alongside your pic and make sure you're as good as you think you are.



CHALLENGE 12

HITMAN 2: SILENT ASSASSIN

Nothing less than Silent Assassin ranking will do to join this hallowed league. No alerts, no popping civilians. Total stealth-meisters only need apply.

ANATHEMA

2'33"	Gavin McIntyre NEW!
2'34"	Steve Moran NEW!
2'45"	Will Meredith
2'51"	Neil Young NEW!
3'53"	Liam Donworth

ST PETERSBURG STAKEOUT

4'42"	Steve Moran NEW!
4'49"	Will Meredith
5'06"	Matthew Carr
5'34"	Liam Coolidge NEW!
5'36"	Jamie Bryson

KIROV PARK MEETING

2'20"	Will Meredith
2'57"	Gavin McIntyre NEW!
3'09"	Steve Moran
3'12"	Liam Donworth
3'12"	Jack Franklin

INVITATION TO A PARTY

2'17"	Will Meredith
2'40"	Steve Moran
2'45"	Gavin McIntyre
2'46"	Matthew Carr
2'47"	Liam Donworth

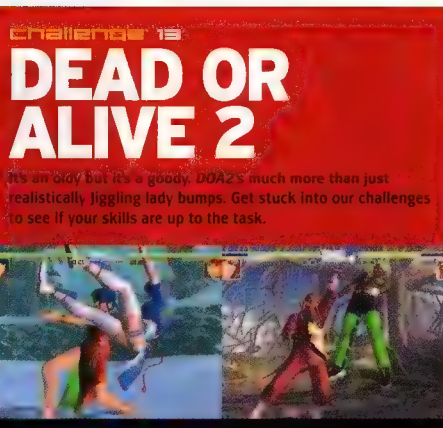
TRACKING HAYAMOTO

3'57"	Steve Moran NEW!
4'11"	Gavin McIntyre
5'43"	Will Meredith
5'49"	Matthew Carr
5'50"	Darren Gabriel

DUMPED!

This month's Hitman 2 loser is:
ANATHEMA:
 5'55" Ibraheem Gedal

IF YOU WANT TO SURVIVE YOU'VE GOT TO FIGHT



CHALLENGE 13

DEAD OR ALIVE 2

It's an oldy but it's a goodie. DOA2's much more than just realistically jiggling lady bumps. Get stuck into our challenges to see if your skills are up to the task.

SURVIVAL MODE

100 Wins	Daniel Drysdale
59 Wins	Carl Robinson
49 Wins	Christopher Foy

TIME ATTACK MODE

1'12"84	Bryan Henriquez
1'13"30	Jamie Bryson
1'13"11	Darren Kong NEW!

DUMPED!

This month's Dead or Alive 2 loser is:
TIME ATTACK MODE:
 1'14"21. Kev Reese

AFTER JUST ONE MONTH ON THE CHART. PATHETIC



A POLITE NOTICE

As you can imagine, we get sent hundreds of tapes every month, and while you can rest assured that we do go through them all, magazine deadlines mean they might not turn up as early as you're expecting. Please don't ring us up, as we're not going to know offhand if you're currently top of the leaderboard, and we're less funny when we're tetchy.

PRO DOJO ENTRY FORM

PSM2, PRO DOJO, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW

Dear PSM2,
 I'd like to join your elite order of shadow warriors. It's been ages since I've won free games and been really famous.

And I enclose... ☐ MY PHOTO (or I've emailed you one)

☐ A VIDEO OF MY ACHIEVEMENT (wound to just the right place)

Check out my tape, it's got this on it:

Game / Challenge Chart Time / Score

My message to the gaming nation is:

Name
 Age
 Address

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

INDIANA JONES AND THE EMPEROR'S TOMB

PART 1

HAT'S THE WAY I LIKE IT!

The cat may have crept into the crypt, crapped, and crept out again, but did it manage to bag some priceless artefacts on its way? Oh no. Cats are crap like that.



AIM OF THE GAME

It's almost as if they knew that *Tomb Raider* was going to be crap. *Indiana Jones and The Emperor's Tomb* does everything that we're used to seeing Lara do without the God-awful controls and more than a touch of pure Indy class.

The aim of the game is simple – just run, jump, swim and, er, whip your way from beginning to end. There's platform leaps to master, bad guys to beat up and more than a few switch 'n' door puzzles to figure out en route.

BAD DATES

The game is so large and complex that we've had to split the guide into two (massive) parts. This first part will get you halfway through the game with every secret discovered and no stone left unturned. Part two next month will take you all the way through to the end of the game. We've even flung in some expert tips at the start revealing some of the secrets they left out of the instruction manual. It's almost time to grasp that bullwhip and get cracking...

WHAT WE SAID...



PSM2 ISSUE #38 Aug 2003

“We've got to say that we were highly sceptical before playing this but after a thorough play of the opening levels, we were hooked.”

WHAT WE SAY NOW

Excellent combat coupled with platforming moves makes us very happy indeed. We love Indy, and the fighting and the whipping.

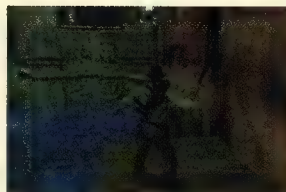
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CRYPT CRUISING SURVIVAL GUIDE

TOP TIPS

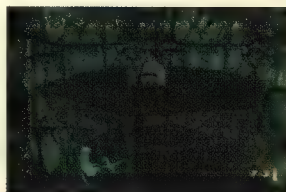
1. WAIT AND SEE

If you are unsure of what to do next, then in areas where some scenery interaction is required, certain icons will appear that tell you to whip, push, pull and suchlike. Just so you don't get too frustrated, like.



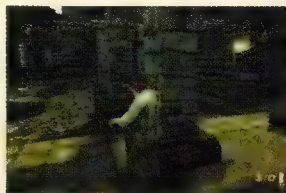
2. DROP AND LIVE

When accidentally falling from heights that would hurt or even kill you, press the **RT** button just before you land. You will go straight into a combat stance and only suffer minor damage or maybe even none at all.



3. HIDE AND SEEK

When hugging walls (walk up to a wall and press **A**), draw a gun, get to the end and then press and hold **LT**. You'll now peek out from behind the wall and be able to pick-off enemies before releasing **O** to retreat.



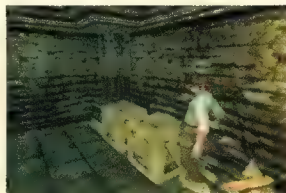
4. WHIP AND KICK

A good combat strategy is to draw a Pistol, get in close and then press **RT** to pistol-whip your opponents to the ground. Follow this up with **X** to kick them on the floor and then pistol-whip them again as soon as they stand.



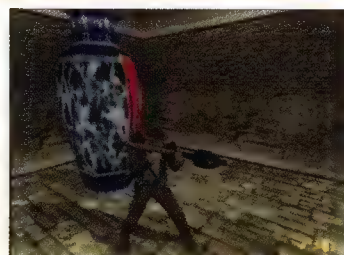
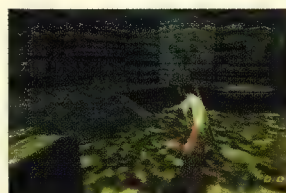
5. SMASH AND GRAB

Littered through the game are wooden crates – some large, some small. By smashing these crates (get close and press **X** or **RT**) you may reveal hidden treats inside like ammo, weapons, potions, healing aids and artefacts.



6. HATS OFF

Remember, you are Indiana Jones – the man in the hat. If your hat gets knocked off by an enemy in combat, take time out once the battle has ended to locate it again and press **A** to place it back on your head.



WEAPONS

REVOLVER

Level: All

This is Indy's default pistol that he carries throughout the game. It holds six bullets in a round and is a good, all-round shooter.

LUGER

Level: Prague

You steal this from the Nazi troops. Like the Revolver, it is a modest shooter, but it's always reliable to fall back on.

MAUSER

Level: Istanbul onwards

A small, yet powerful handgun brandished by Nazi ground troops. Much like the others, although specific to certain levels.

MP-40 SMG

Level: Prague onwards

A meaty machine gun that rips through any enemy with ease. Essential for quick kills – like when preventing guards from raising alarms.

SPEARGUN

Level: Istanbul onwards

Used mainly for underwater foes, this can be fired on land as well. Although the explosive-tipped darts seem to make hard work of mere men.

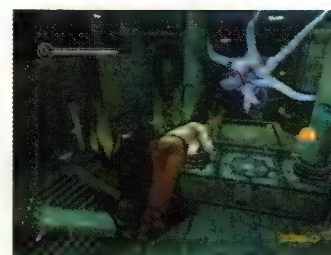
CROSSBOW

Level: Black Dragon Fortress

It can only fire one bolt at a time, but they are effective from range. But this weapon is best used as a clubbing device, we found.

PANZERSCHREK

Level: The Secret of Peng Lai



Lagoon: Part 2

A high-powered anti-tank rocket launcher that you find in a secret room and is criminally under-used in the game.

THROWING KNIVES

Level: Multiple

These are found in boxes or are dropped by fallen foes. They can be tossed from distance to make lighter work of the more problematic enemies.

GRENADES

Level: Multiple

You can control how far you throw them and by holding **X** down a bit longer, the less time they'll take to go off. And boy do they go off!

MELEE WEAPON

Level: Multiple

Weapons like machetes, spears, swords and shovels can be picked up at regular points throughout the game, but most are slow and cumbersome.

INANIMATE OBJECT WEAPONS

Level: Multiple

Most things can be picked up or smashed to make weapons – like bottles, chairs and tables (for the legs). If you see it, use it!



INDIANA JONES AND THE EMPEROR'S TOMB

"HARD AS NAILS"

ITEMS

CANTEEN

This holds a supply of water that Indy can use to replenish health. Select it and hold down **X** to drink and then remember to refill it at the next available water fountain (all of which are highlighted in this guide).

MEDIKIT

You'll find these hidden away in destructible crates. You can only



carry a maximum of three but, when selected, they will replenish all of your health.

WHIP

This has two main uses – swinging and fighting. Press **X** to latch it on to overhanging objects to swing and snap it to disarm and reel in enemies.

DEMO CHARGE

Fortunately enough, you will be able to pick these up shortly before you need to use them. Take them to damaged walls (easily distinguishable), press **A** to lay and then run!

OXYGEN TANK

You will acquire the oxygen tank shortly before you need to spend a longer amount of time under

water than normal. It will increase your air meter.

TIGER STRENGTH POTION

All potions are quite rare, but when you drink this one, it will temporarily increase your strength. Handy against a multitude of 'hard as nails' foes.

IRON SKIN POTION

This potion, when consumed, will make Indy temporarily invincible. Handy, yes, but especially so for certain boss encounters that happen later in the game.

HEALTH POTION

This is more like it! When drunk, this will extend Indy's health bar for the duration of the level you drink it on. However, use it wisely, as they say...



FILL MITCHELL: Make sure you refill your water canteen at every opportunity you get.

THE WALKTHROUGH - CHAPTER 1: CEYLON

GATES OF THE LOST CITY

OBJECTIVES: FIND THE ENTRANCE TO THE LOST CITY

ARTEFACTS: IDOL OF RAMBA VIHARA

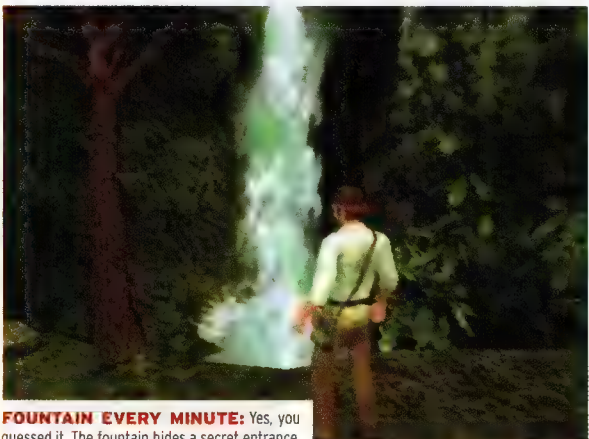
Head up the small path and climb up on to the ledge in front of you. Continue around the corner and jump down the two platforms in front of the waterfall, then into the waterfall and wade through the water behind to find a secret area containing the Idol of Ramba Vihara. Grab it and head back out of the waterfall, going right, up the bank when you emerge.

Head up the steps and follow the passage around, performing a running jump to clear the gap and grab hold of the far ledge. Follow the path out into the courtyard and approach the fountain to the left. Press **A** to fill up your water and then start scaling the large stone structure next to the fountain. Using the various platforms to pull yourself up, you'll need to perform a daring jump at the top to clear a large



gap. Once cleared, head into the room up ahead and take the Machete from the ground next to the skeleton.

After the tremors, the door you entered by will be blocked, so head out the other door, hold **R1** and walk up to the edge of the ledge to grab hold and drop down. Then use your machete to cut through the vines covering the door to the right and then use your whip to latch on to the overhang and swing over the pit. Now cut your way through the next door to complete the stage.



FOUNTAIN EVERY MINUTE: Yes, you guessed it. The fountain hides a secret entrance.

THE HUNTER'S CAMP

OBJECTIVES: DISCOVER A WAY THROUGH THE FLOODED RUINS

ARTEFACTS: MAHAVATU MASK

Cut your way through the doorway and continue on ahead to trigger a cutscene. Go through the door and take out the bad guy (preferably using your bare hands as it is a quicker means to, say, the machete), then cut the rope suspending the boxes and hold **R1** to walk up to the edge and drop down. Defeat the next bad guy and break the boxes in the room to see if there is anything of merit inside (press **A** to pick anything up) Head out the door and then walk into the small room on the left. Here you'll find the shovel on the table. Pick it up and charge at the two ivory hunters by the campfire down the steps up ahead.

Keep hitting each one repeatedly (even when they're on the ground) and you should wipe them out. If the shovel breaks before they're both dead, try using the chair next to the fire as an alternative weapon, or even the empty bottles that are strewn around on the floor. When the coast is clear, head up the large flight of steps and then hop up on to the ledge to the far right of the building at the top and use your machete to cut through the vines. Inside, use the fountain to replenish your water reserves



and then cut your way out through the large window. Drop down and hop on to the platform to the right, then use your whip to swing over the gap. Follow the ledge around and then press **A** to wall-hug around the narrow ledge. Use your whip to swing and when you get to the crate winch, kick the boxes to the right to send the large one crashing down to the campfire area. Inside will be the Mahavatu Mask, so drop back down and get it.

Head back up the way you came and proceed up the steps beyond the crate winch. At the passage at the top of the stairs, start running through and use your whip to latch on to the overhang and swing as the ground beneath you crumbles. If you don't make it, just use the vines to climb back up and make the simple swing across. Perform a swing on the following overhang and knock down the stone pillars as you detach.

Head forward and use the **R1** technique to minimise the damage as you drop down to the steps below, then dive into the pool. Swim to the opposite end of the pool and climb out on to the stone platform. Head towards the fountain, replenish yourself if

need be, and jump diagonally over to the platform out to the left across the water. Once there, jump left on to the higher ledge and keep using the subsequent ledges until you see a cutscene.

Use your revolver (hold **L1** to target and **X** to shoot) to take out the shotgun-wielding enemy across the way and then run and jump at the rope on the right to swing over to the next structure. Use your machete to cut through the vine-covered door and then head around to the ledge to pick-up the shotgun that the enemy you just shot dropped. Then perform a running jump over the water down to the stone platform on the left and use your whip to latch on to the stone crocodile's



head and swing over to the doorway. Head on through the door and drop into the water as the floor beneath you crumbles.

Swim around to the opposite end of the pool and climb out on to the stone platforms. Negotiate the next series of ledges until you reach the highest level, then follow the platform around until you reach a lever. Press **A** to pull it and then shoot the two bad guys that come through the passage. Take their ammo and head out through the door.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

THE PATHS OF THE ANCIENTS

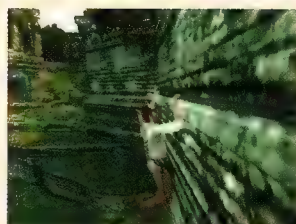
OBJECTIVES: BREAK THROUGH THE CROCODILE GATE

ARTEFACTS: NONE

Swing over the chasm and then hold **L1** to creep up on the enemy and press **△** + **ⓧ** to grab him in a head-lock before pummelling him. Defeat the next two enemies with straight fist-fighting and then head up the stairs on the left.

Head into the first room at the top and grab the shovel and use it to kill the other two

bad guys (if you didn't just do so) in the courtyard down below. From the courtyard, head up the steps to the fountain and replenish your reserves. From the fountain steps, go right, down the slope and right again through the arch at the bottom. Proceed until you come to the room on the right, then go inside and climb the ladder. Take out the guy at the



top and pull the lever between the two windows to trigger a cutscene. Jump out through the right-hand window on to the platform in front of the door that just opened and go through. Head up to the room with the crates in and break them to reveal a medikit and some ammo, then head back out of the door and turn left to face a platform over the gap. Jump the gap, then use your whip to swing over the bigger gap. Jump up to the narrow ledge and shimmy along



INCA TAILOR SOLDIER SPY: It takes an eagle eye to spot the ledges you need to hit.

it to the end, then drop down. Head up to the open area and take out the enemy. Then head up the steps to the Crocodile Gate and you'll come under attack from the enemy. Head back down the steps away from the Crocodile Gate and there'll be an open door

to the left, go in and pick up the demolition charge, then equip it and place it on the Crocodile Gate using the **△** button. Run for cover and watch it blow, then go through the, now open, gate to complete the stage.

THE PALACE OF FORGOTTEN KINGS

OBJECTIVES: MAKE YOUR WAY TO EDGE OF THE RIVER CANYON

ARTEFACTS: PORT LEGOMBO RELIC

Pull the lever up ahead and then head out into the courtyard to do battle with the three enemies. To make life easier, lure them into

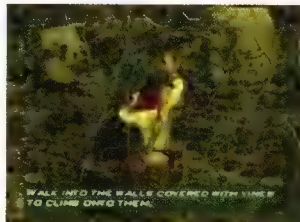
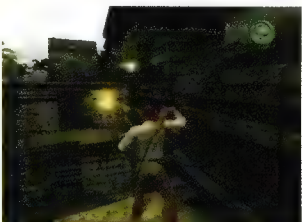
the fountain area to the left and give them a sound kicking while never straying too far away from that precious life liquid! When all



BALD OF THE WILD: Give these bandana-wearing vagrants a swat with your whip.

three are dead, a cutscene will show a new door opening. Go to the area opposite the fountain room and use the various ledges and platforms to haul yourself up. Once up the top, negotiate the following series of platforms until you can swing over to the door.

Head inside the door and kill the next bad guy, then follow the passage around and drop down to the ground. Pull the lever at the top of the stairs (next to the fire). Ignore the new door and use your machete to cut through the



other, vine-covered door and then climb the wall beyond it. At the top, look left and drop down through the hole – you may fall into this room in a minute so get accustomed to it and make a note that how you just dropped into it is how you get back out. At the top of the vine-covered wall, there is a passage to the right (with a fountain room leading off of it). At the top of the vine wall, turn 180° and face out over the gap. Perform a running jump and jump over the gap and grab hold of the ledge opposite. Shimmy



right and then drop down and go through the hole in the wall to get the Port Legombo Relic. Drop down and climb back up the vine wall, go right and head around the corner. The floor will give way so get ready to jump (or fall into the room you just discovered) and then run and press **L1** to roll under the darts. The floor will give way after the second set of darts, but if you're fast you should be able to grab hold of the floor edge before you fall. Next, perform a double whip swing and cut your way through the vine door.

RIVER OF FANGS

OBJECTIVES: LOCATE THE ENTRANCE TO THE CAVE OF THE RIVER GODDESS

ARTEFACTS: NONE

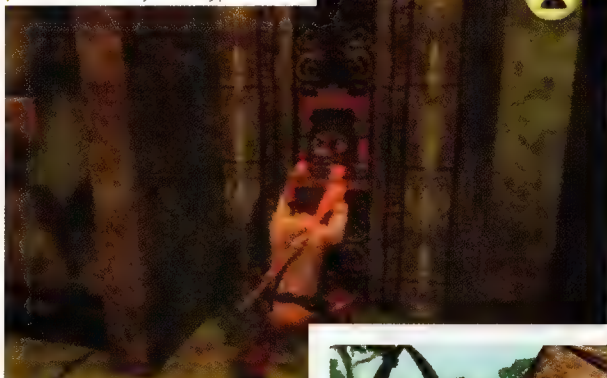
Head down the passage to trigger 'Adventure Mode' and do as it says, use the L-stick to hop from square to square and press **L1** to roll. Watch the patterns of the spikes and dodge them accordingly. When you're past the passage of doom, head into the large room and defeat the three

enemies before pulling the lever at the opposite end (there is a handy fountain to replenish your water stocks in this room as well). Go through the new door, kill the enemy down the path and then go into the tent on the right to get some ammo from one of the crates. After that, head to the tents on the

left, kill the other bad guy and smash open the crates there to find a larger Canteen. Next, cross the bridge.

Inevitably, you will fall into the water, so evade those crocs as best you can and head for dry land. You can either use the skulls to distract the crocs (by throwing them in the opposite direction to that you wish to swim), you can try hacking them to pieces with your machete, or you can just swim for it and hope for the best. Whatever you decide to do, you are heading for the farthest waterfall. Once there, hop out onto the ledge behind and smash open the crate to get the Dynamite Bundle. Dive back into the water and head for the shore near the first waterfall, then use the two large stepping stones in

SWITCH PICKINGS: You know the drill – if you find one of these give it a tug pronto.



the water to reach the large archway. Head through and defeat the enemies, then pull the lever on either side of the room to release the cover over the water. Jump in to end the stage.



INDIANA JONES AND THE EMPEROR'S TOMB

"EVADE THE SPIKES"

■ TEMPLE OF THE RIVER GODDESS

OBJECTIVES: UNLOCK THE TEMPLE OF KOURU WATU

ARTEFACTS: NONE

Swim down the tunnel, pausing to surface and grab some air in the cavern about halfway along. When you swim out into the open area, watch out for the crocodiles. You can either take them out with the machete or use the more conservational means of waiting until they are swimming away from you and



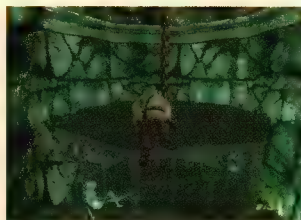
then making a mad dash to the land on the left, before using the skulls to distract them – much the same as before, really. Your aim is to reach the land beneath the large stone steps. Once there, head up and pull the lever on the balcony that's overlooking the water to lower the cage. Take out the two bad guys and then go to the top of the steps. Smash open

the two crates over the other side of the platform (one of them contains a medikit) and then head back across to the cage you just lowered. Jump on top and then across on to the next platform, before heading through the door and replenish yourself at the fountain. Then head up the stairs to the right for another slice of 'Adventure Mode' action! Evade the spikes as before and then pull the lever in the room beyond the passage.

When the mouth of Kouru Watu opens, head out on to the ledge and take a running leap at the vine. If you miss, you'll drop into the water, so if you didn't kill the crocs before, use the pile of skulls nearby to distract them before swimming. Once across to the other side, head in through the mouth and it's stage over.



PISTOL WHIPPING: He may have a gun but at close range you're better equipped to take him out.



■ INTO THE SACRED CAVERNS

OBJECTIVES: FIND A WAY INTO THE TEMPLE'S INNER SANCTUM

ARTEFACTS: NONE

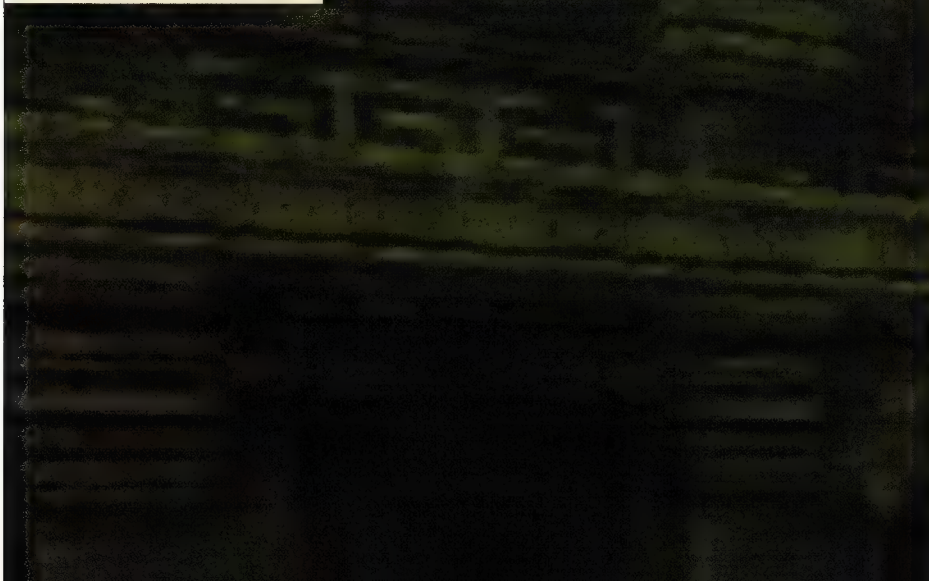
Head up the stairs to the left, then go through the left door in the room at the top. When you get to the skeleton on the ground, stand briefly on the floor panel underneath it and then quickly get out of the way as the stone trap falls down. Then, get on top of the block and ride it upwards, then drop down the hole and head towards the door.

You'll fall through a trap door at this point and be forced down a sheer embankment. If

you're quick, you can jump the gaps as you slide down, if you're not you'll fall through to the water down below and will have to fight or flee some more of those crocodiles. If you stay sliding, jump at the end and then grab hold of the beam. If you miss the beam, like you missed a gap, you'll end up in the croc-filled water and must swim to the platform on the right. Go up the ladder (if you fell into the water) and kill the bad guy before smashing the crates for ammo.

Head up the next two ladders and kill the two enemies, then head out into the grassy area and climb the vine-covered wall. Once at the top, jump out onto the swinging vine, climb up using the right-stick and then swing over to the archway. Inside, replenish using the fountain on the left and then go through the door on the right. Pull the lever to lower the cage and then pull it a second time before hopping on top of the cage and riding it upwards. Take out the three bad guys and pull the lever to reveal a hidden staircase. Use it.

RIFLE TOWER: Fortunately most of the bad guys are pretty stupid and make easy targets.



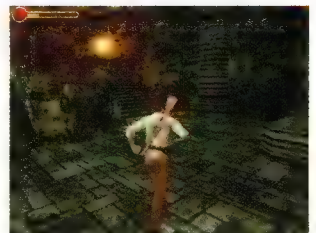
■ THE SILENT GUARDIANS

OBJECTIVES: SURVIVE THE TRIAL OF THE SILENT GUARDIANS

ARTEFACTS: NONE

Walk forwards and then go through the door on the right. Proceed quietly around the guardian by holding **RB** and sticking to the grass. Jump over into the next room and head down the next passage, jumping up to grab the ledge on the left and shimmying down to avoid the unwanted attention from the sleeping guardians. At the end, drop down and approach the pile of skulls.

For the next guardian, you'll need to throw a skull to distract it, and when it fires (and before it closes) dash over to the centre of the room, pick up another skull and do the same (but obviously aiming the skull in the direction you just came from) before running out through the other door. Go through the door on the left and head up the steps, take out the bad guy and then head up to the next room. Kill the bad guy there and then replenish yourself at the fountain before



heading on through to the next guardian passage.

Use the skulls to distract the various guardians in order to get across to the other side of the room – remember, don't start running until the guardians actually fire, otherwise they'll send out multiple shots which will hit you. The only real problem area is when you have to distract the guardians and then jump the fire chasm, but as long as you gauge the strength of your throw and only move when they fire, you should be able to jump across and make it to the pile of skulls without getting set upon.



DANGLER: HIGH VOLTAGE: Keep an eye out for hidden handhold and shimmy routes.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

THE IDOL OF KOURU WATU

OBJECTIVES: ESCAPE WITH THE IDOL OF KOURU WATU AND YOUR LIFE!

ARTEFACTS: IDOL OF KOURU WATU

Walk forwards and watch the croc destroy the bridge, then go and grab a skull from the pile to the left. Use it to distract the croc and then quickly swim to the room on the left. Get on to the shore on the left as you swim in, go up the steps and then pull the lever to lower the cages. Head back down the

steps and down the passage to the left, jumping the hole in the bridge and then picking up a skull on the other side. Toss it into the lake to lure the croc into the room, then pull the lever next to the door to trap it. If the skulls don't work as a lure, you may have to jump into the water yourself to get the desired

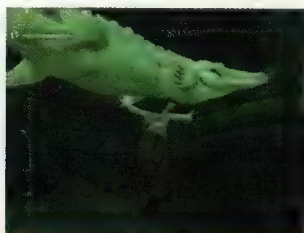
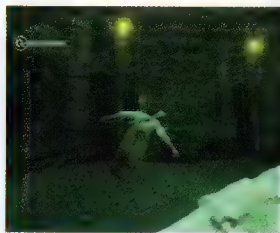
reaction. When you see it coming in, swim to the shore, get out and run around to the lever.

With the croc trapped, head back up the steps and then jump out on to the first cage, jump from that on to the second cage and then from there jump on to the chain. Jump from the first chain on to the second (remember, use the right-stick to climb them) and then from there jump into the alcove and pull the lever to drop more cages. From here, your goal is to get to each new room that opens via the cages and chains, so just keep repeating the process (praying that you don't fall all the way back down into the water) until you eventually open the shrine.

Drop back down into the water, climb the shrine and take the Idol of Kouru Watu. You'll

automatically fall through a trap door, so swim up and take a breath, then swim down into the small vents and cut through the vines. Swim up to the surface and

head to the shore, then jump back into the water, avoid the croc and head to the shore opposite to trigger a cutscene and end the chapter.



FOR THOSE ABOUT TO CROC: Don't try and fight it. Get it trapped and get out of there.

CHAPTER 2: PRAGUE

THE CASTLE GATES

OBJECTIVES: DISCOVER A WAY TO SLIP INSIDE THE CASTLE GROUNDS

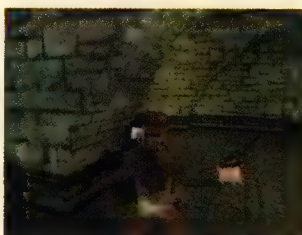
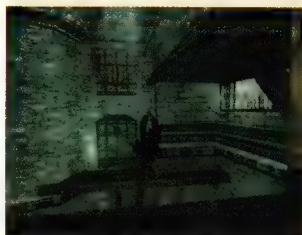
ARTEFACTS: NONE



passage down and then grab the enemy out on the balcony from behind and beat him to death.

To the left of this balcony is a chain. Grab it, climb down and drop off to emerge on the other side of the gates. Head straight down the path and smash the crate on the back of the truck for a medikit, then take out the next bad guy before going back across the bridge, going down the steps to the left to the water spout and then jumping across to grab hold of the pipe. Shimmy along the pipe to the right, use your whip to swing across on the gargoyle and then grab hold of the chain. Swing down to the narrow path and head left to get the Luger and ammo, then go to the opposite end, hop on to the ledge and go through the door.

Kill the bad guy and nick his Luger, then head down the far end of the path and take out the second guy. Jump on to the plant pot near the end of the path and then jump over the path on to the pillar. From here, pull yourself up and climb up through the broken bit of wall (the missing part will be down on the path). Head left and kill the next suited back guy before heading up the stairs to the left. Follow the



THE DUNGEON

OBJECTIVES: MAKE YOUR WAY THROUGH THE DUNGEON AND UP TO THE CASTLE COURTYARD

ARTEFACTS: NONE

Head along the walkway and then use your whip to swing across on the gargoyle. Go down the ladder and down the stairs to the right. Keep heading down the stairs and kill the two bad guys, then pull the gargoyle lever between the two cells. Go into the new cell and take the Table Leg, then head down the passage. This next area is littered with spinning blade booby traps, so time your run past them and head around the corner, where there'll be a nasty horizontal blade trap waiting to slash you if you're not careful. Wait until it disappears into the wall before running up the stairs.

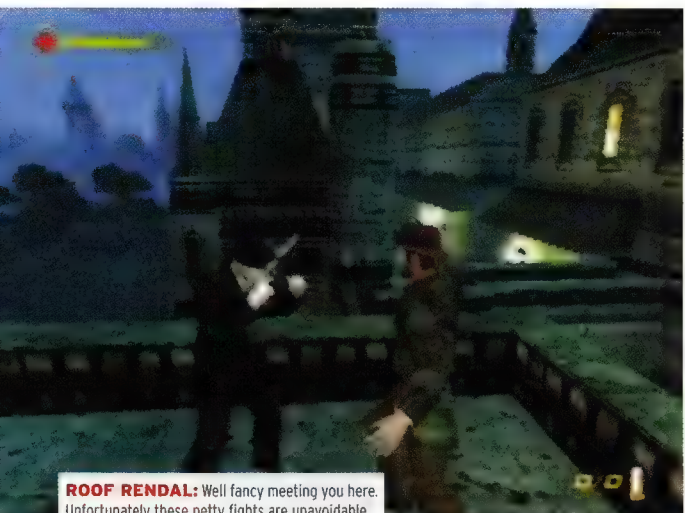
There are more, slower-moving horizontal blades here, which are quite easy to get past providing you keep using **LB** to roll. Jump and roll through the next set of traps and then turn a corner to see a series of nasty saw blades. Watch how each one moves and then dodge it, and beyond this set they'll be a lever to pull. Fill up your canteen at the fountain and

then swing over to the open cell and pull the lever. Head down the ladder and take out the next two bad guys (still got that table leg?) then go through the door that opened. Jump out through the arch and then quickly use your whip to latch on to the hook before swinging across to the door. Wall-hug and go left, head up the ramp and pull the lever. When the cage that drops falls off the chain, perform a running jump on to the chain, climb up it and then swing in through the high window.

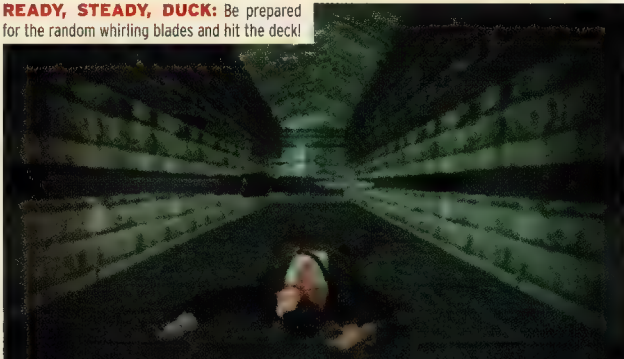
Kill the three enemies in the passage and pull the lever in the

READY, STEADY, DUCK: Be prepared for the random whirling blades and hit the deck!

second alcove on the right. Get the ammo from the first cell on the right and then head down the passage and down into the sewers. Head out into the rat-infested sewers and hop on to the ledge in the centre of the room. Pull the right-hand lever and jump to the chain on the right. Climb the chain and then swing/jump over to the next one, climb up and swing into the high alcove with the next lever. Pull it and then use the chains to get back down to the original ledge and pull the left-hand lever. Jump onto the chain to your left, climb it, swing to the next chain, climb it and then swing to the ledge high above the fountain. Then just pull the lever and leave that godforsaken place.



ROOF RENDAL: Well fancy meeting you here. Unfortunately these petty fights are unavoidable.



INDIANA JONES AND THE EMPEROR'S TOMB

"KILL THE BAD GUY"

THE COURTYARD

OBJECTIVES: FIND A WAY INTO THE CASTLE'S MAIN KEEP

ARTEFACTS: NONE

Sneak out behind the first truck and then behind the statue behind it. Head over to the stack of crates and sneak through the gap behind it. Take the MP40-SMG and ammo from the cache, plus the demo charge from the back of the truck. Take out a good many guards from the

courtyard and then place the charge on the well. Run for cover while it explodes and then drop into the well, swimming all the way to the end of the passage and then pull the lever that you see there. Then head through the gate, and pull the next lever.



THE GREAT HALL

OBJECTIVES: FIND A KEY TO THE LIBRARY DOOR

ARTEFACTS: NONE

Defeat the bad guy that enters the room and then head through the door he emerged from. Go down the steps and then up the other flight, grab the liquor bottle and go back down the steps and through the large wooden doors into the hall. Throw the bottle at the enemy that comes down the stairs and then finish him off (remember to pick up his gun).

Grab a chair from around the table and head up the steps and follow the passage around until you encounter the two bad guys next to the fountain. Use the chair to soften them before steaming in. Head back up the steps and then use your whip at the top to swing across on the

beam. Repeat the trick on the chandelier (although you'll need to jump out and then whip to make the swing). After the cutscene, head out to the balcony overlooking the enemy-filled hall and then wall-hug to the right around to the other side of the room where you saw the lever.

Once you're there, pull the lever to crush the enemies and then either climb down the ladder to the right or use your whip to swing on to the chain that held the chandelier and slide down to the ground. Pick up all the guns and the throwing knife and then go back up the ladder, this time making sure you use your whip to swing onto the chain. Once on

the chain, turn 90° to the right and swing up to the balcony.

Up here will be a small collection of battles and some handy chairs. Ignore them for now and proceed through the door down the end on the left. You'll come under attack, so retreat to the balcony and use the bottles and chairs to lessen the burden. When the coast is clear go into the room where all the enemies emerged from, take the knife and ammo from the shelves and the library key from the table under the window. Head back out to the balcony area and go through the door opposite, then go stairs the stairs and through the door on the left.



LIBRARY CROOK: You're not here for a good read. Kill anyone who disturbs the peace.

THE LIBRARY

OBJECTIVES: FIND THE CASTLE MAP

ARTEFACTS: MEDALLION OF LIBUSE

Go right and take out the enemy, then go down the stairs. Head through the door on the left at the bottom of the stairs and replenish yourself at the fountain. Use a bottle on the bad guy around the corner, then go to the library. Kill the guy behind the shelves at the back and head up the stairs, go right and follow the tier all the

way around to the far corner (above the fireplace). Climb up the platforms above the fire and use your whip on the light fitting to swing to the next tier. Kill the enemy and head through the door. Pull the lever and head out to the tier. Go left and when the railing ends, hold **LB** and walk off the edge, grabbing the ledge as you fall and then shimmy to the



right. Pull yourself back up in the next railing gap and head into the alcove to receive a new objective. Shimmy back to where you came from and go up the ladder. Kill the bad guy and pull the lever to raise the chandelier, then do a jump off the edge of the tier towards the chandelier and whip it to swing over. Go left and when the railing ends, hold **LB** to drop off and shimmy to the left. Pull yourself up and go up the ladder in the alcove. Pull the lever to open the panel at the end of the library and make your way down there (use **LB** to drop off the tier edges until you arrive back down on the same level as the new area). Kill the two bad guys and take the book from the table. Head to the other side of this floor and go through the door and up the steps past the lever.

Shimmy along the edge of the tier to get back to the false bookcase. Before you get there, go up into the alcove in the middle and head inside the new area to get the Medallion of Libuse. When you've got that, go to the bookcase and use the book on it to swivel round into a new area. Take the map from the table and use the bookcase to swivel back to the library. Drop down and take out the bad guys that entered via the other false bookcase and then head out through it to complete the stage.



THE ASTROLOGER'S CLOCK

OBJECTIVES: LOCATE THE FIRST OF 4 KEY ITEMS THAT WILL GRANT PASSAGE INTO THE ALCHEMIST'S LAB

ARTEFACTS: CROWN

Walk down to the pedestal and grab the crown and then quickly run towards the doorway beyond it that starts closing. As you get near, press **LB** to roll under it before it closes. You'll now be given a new objective ('Solve the first stage of the Astrological Clock puzzle').

Look at the four doors with designs on around the room and then pull the lever by the fire. When the strange creature emerges and puts its hands out, give it the Crown and a set of three levers will rise up out of the ground. Go down to them and then get behind them and face the fire (where the creature emerged from). Press **LB** (when

you see the eye icon) and you'll be engaged in a clock puzzle. Place the 'Sun' hand on the 'II' and the 'Moon' hand on the 'IV' (press **UP** or **DOWN** on the left analogue stick to switch between the hands) and then move the symbols around so that Taurus (the bull) is at the top. The Taurus door will now open, go through it.



PRO TIPS

TRAINING YOU FOR THE BEST OF PLAYSTATION 2



■ THE ARMOURY

OBJECTIVES: FIND THE BROKEN SWORD

ARTEFACTS: BROKEN SWORD

Smash the boxes to get the medikit and then climb the ladder to the right. Take the next ladder up onto the roof and you'll trigger a cutscene. Head to the side edge of the roof and hug the wall over to the steps. The door at the top is locked, so hop up on to the platform behind it and then climb on the wall grill up to the tower.

Jump out of the window with the chain dangling next to it and grab hold. Climb down it and swing through the stained glass window, defeat the bad guy and then go through the smaller of the two doors. Climb the ladder and then haul yourself up into the next tower. Defeat the bad guy and then drop out of the other

window (no, no death-sliding for now...). Head over to the skylights on the left and break them before dropping down into the Armoury.

Smash the glass in the display cabinet and take the broken sword, you'll then be set a new objective ('Return to the Astrologer's clock'). Defeat the bad guys that run into the Armoury and leave by the only available means. Once through the door, kill the bad guys and take their weapons, then head up the ladder. Haul yourself up into the next tower and then use the zip-line to get back to where you originally started out. Head down the ladder and then kill the bad guy that enters the shed. When the coast is clear, go back through the door to the Astrologer's Clock.

■ THE OBSERVATORY

OBJECTIVES: FIND VEGA'S MANIFESTO
RETURN TO THE ASTROLOGICAL CLOCK

ARTEFACTS: STOCHOV FRAGMENT, VEGA'S MANIFESTO

Climb up the ledge just around the corner from where you start and then wall hug round the back of the structure until you're facing an entrance to the tower behind. Detach yourself from the wall and then jump over into the entrance. Pick up the Stochov Fragment and then jump back over to the previous structure and wall hug round the front again.

Go through the arch and climb the steps, then kill the bad guy that emerges from the second set of doors and go inside. Grab the bottle from the table and then open the next set of doors and throw the bottle at the bad guy to knock him over the balcony. Jump on to the chain to the side of the balcony, climb up it and then swing to the small ledge to the right. Jump up to the next ledge and then head up the ramp and follow the path around. Jump up onto the next path and take out

the two bad guys, then climb the ladder. Pick up the MP-40 from the battlements at the top platform and then as you come back down the steps, drop through the section of missing wall to the right. When you land, grab the medikit from around the far side of the tower and then drop down through the next missing wall section, landing in front of a door.

Don't go through the door yet, instead, head around the corner and, just to the left of the steps, you should see a platform. Stand on it and use your whip to swing across to the Observatory Tower. Once there, go through the door. Head up the stairs and take the lever handle from the stairs, then use it on the cog highlighted in the earlier cutscene. Head back upstairs and take a peek through the telescope, then approach the colourful painting that's on the wall and press **A** to reveal a

hidey-hole behind it containing Vega's Manifesto.

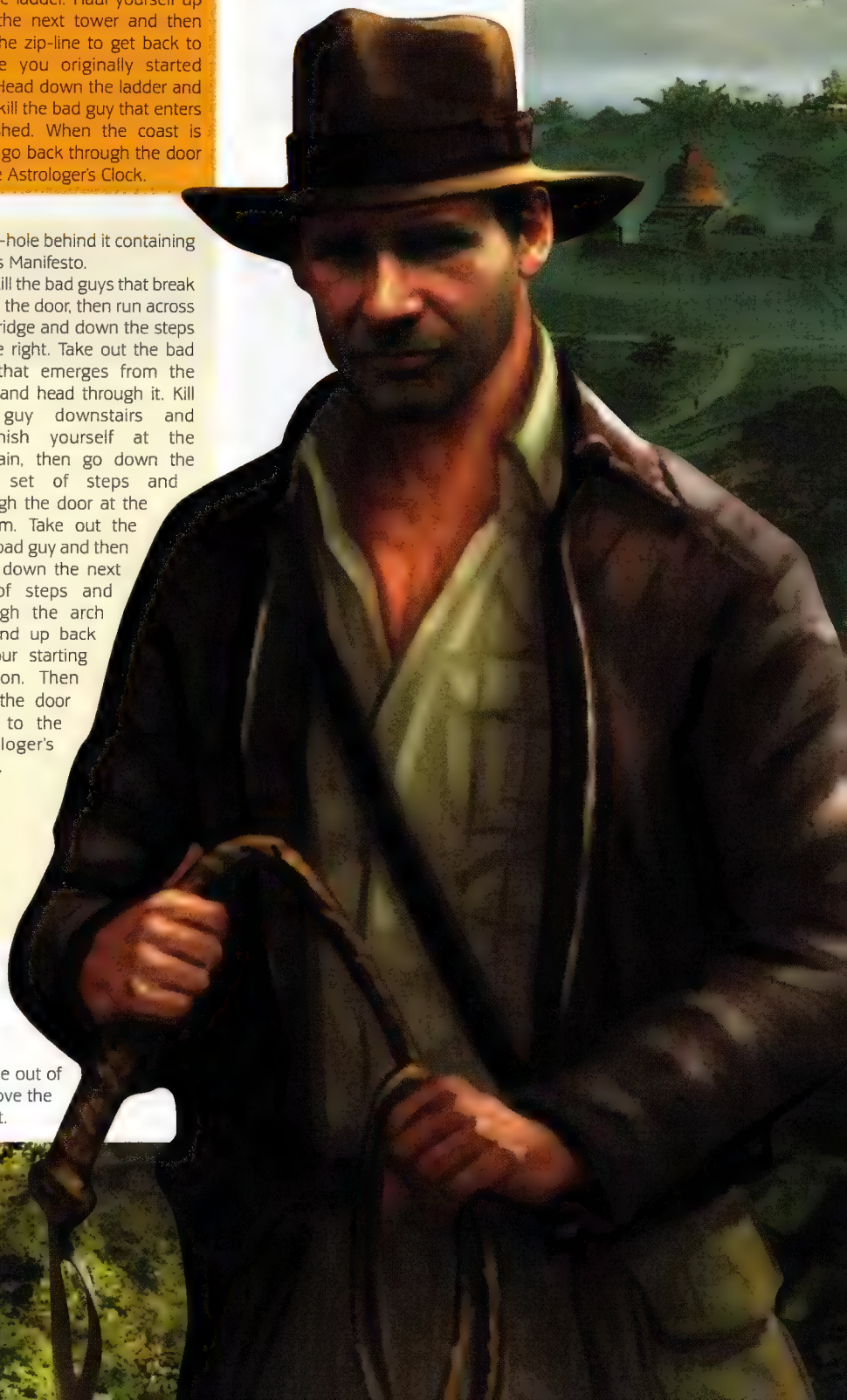
Kill the bad guys that break down the door, then run across the bridge and down the steps to the right. Take out the bad guy that emerges from the door and head through it. Kill the guy downstairs and replenish yourself at the fountain, then go down the next set of steps and through the door at the bottom. Take out the next bad guy and then head down the next set of steps and through the arch to wind up back at your starting position. Then take the door back to the Astrologer's Clock.

■ THE ASTROLOGER'S CLOCK: PART 2

OBJECTIVES: SOLVE THE SECOND STAGE OF THE ASTROLOGICAL CLOCK PUZZLE

ARTEFACTS: NONE

Approach the fire and pull the lever again. When the creature appears, hand it the sword and head to the levers that rise up out of the ground (standing behind them so as to face the fire once again). Position the 'Sun' hand on the 'XII' and the 'Moon' hand on the 'III', then position the Scorpio Zodiac symbol at the top. The Scorpio door will now open. Go through it.



■ THE ASTROLOGER'S CLOCK: PART 3

OBJECTIVES: SOLVE THE THIRD STAGE OF THE ASTROLOGICAL CLOCK PUZZLE

ARTEFACTS: NONE

Pull the lever, give the creature the Manifesto and then use the levers that come out of the ground. Position the 'Sun' hand on 'VI' and the 'Moon' hand on 'XI' and move the Gemini Zodiac symbol to the top. The Gemini door will now open. Go through it.

VEGA'S TOWER

OBJECTIVES: FIND THE SOUL CRYSTAL
RETURN TO THE ASTROLOGICAL CLOCK

ARTEFACTS: CISTERCIAN MASK, SOUL CRYSTAL

Take the medikit that's on the table and then go out of the next door and jump on to the chain that's hanging to the right. Climb up a short way and swing up to the balcony in front of you, then quickly dispose of the bad guy who's there. Go up the steps and knock the next bad guy off the ledge. Then take a running jump at the ledge opposite.

Wall hug around the tower until you emerge near a group of three bad guys, then pick them off one by one using a gun of choice. Go up the steps and then take a running jump at the ledge opposite and then use your whip on the gargoyle to swing over to the next ledge. Use the chains to reach the next ledge after that. Climb up the chain around the next corner and then swing yourself into the bell tower. Head left and jump out of the window on to the chain, then climb down and drop to the ground below. Now climb up the ledge behind you when you dropped and head into the room. Take the

Cistercian Mask from the stand and then head out and back up the chain to the bell tower.

Get in the elevator and press  to go up, and then pull the lever in order to open the clock face. Climb up the ladder and pull the next lever, and you'll automatically ride the glide down. When you get off, quickly grab hold of the ledge and go into the room that's there. Take the strange fiery orb (the Soul Crystal) from next to the electric chair. As the gas begins to seep in, swiftly jump on to the fallen shelf and hop up on to the next one before pulling yourself up on to the ledge to the left. Then use your whip to swing on to the chandelier and out through the stained glass window. Danger over!

Climb down on the chain and swing to the ledge below the window. Use the next chain you can see to climb down, and then swing through the arch before exiting through the door at the bottom of the steps to reach the end of this bit.

THE ASTROLOGER'S CLOCK: PART 4

OBJECTIVES: SOLVE THE 4TH STAGE OF THE ASTROLOGICAL CLOCK PUZZLE
ARTEFACTS: NONE

Just like before, it's all pretty simple: all you have to do is pull the lever, give the creature the Soul Crystal you picked up in Vega's Tower, and then use the levers that rise out of the ground to complete the puzzle. Position both the 'Sun' and the 'Moon' hands on 'X' and move the Libra Zodiac symbol (that's the scales) to the top. The Libra door will now open, go through it.



THE LABORATORY

OBJECTIVES: RECOVER THE SECOND FRAGMENT OF THE MIRROR OF DREAMS

ARTEFACTS: DRAGON SHARD

When confronted by the beast, pick up the various beakers of green acid from the machinery on the walls surrounding the room and hurl them at it. The beast will retaliate by throwing crates and shooting some rather nasty fireballs at you, but happily both are easily avoided. After

four beaker's worth of acid, the beast will begin to frazzle and smash up some machinery – which will give you a handy weapon. Pick up the metal pipe tipped with Vitriol and club the beast to death with it, then pick up the dragon shard and head for the door. Mission over.



■ NEXT MONTH - THE END

Next month we bring you the rest of Indy's walkthrough, from Chapter 3 onwards, taking you right through to the end of the game. Throw me the idol!

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On 15 June 2005, a letter was sent from the Ministry of Health to the National Health Service (NHS) in England, stating that the NHS should be aware of the fact that the NHS is not a charity and that it is not subject to the same rules as charities. The letter also stated that the NHS should be aware of the fact that the NHS is not a charity and that it is not subject to the same rules as charities. The letter also stated that the NHS should be aware of the fact that the NHS is not a charity and that it is not subject to the same rules as charities.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

CONFLICT DESERT STORM 2

PART 1

DES-HURTED

We rat on SCI's body of squaddies and bring you a complete list of soothing solutions to all your sand-chapped woes. Let the dusty revelations begin in this, our half-tracked walkthrough...



AIM OF THE GAME

It's the return of Bradley, Connors, Foley and Jones out on the second leg of their tour of Iraq. Less desert runs this time, more urban conflict and a wealth of new toys.

The rules of engagement remain largely unchanged. Set your team up to provide total cover, advance in pairs, and keep your boots laced tighter than a nun's wimple.

SQUAD HIKE

Common sense will serve you well, but there are a few tips to be aware of. Enemies still respawn, so set a rear guard, and make sure you scout about for alternate routes. Only ever go OTT with one team member at a time – if only one gets injured, it's easier to organise a rescue mission. Beyond that, if you find the sand goes 'quick', grab the vines this guide provides and haul yourself free.

WHAT WE SAID...



PSM2 ISSUE #37 July 2003

“You're getting something like *DS1* only sexier, in a gun metal grey kind of way. For the moment we're all checked kaffiyehs and smiles.”

WHAT WE SAY NOW

Brilliant, brilliant, brilliant. Everything the last game was plus everything you ever wanted. But the niggles mean it dodges 90.

88

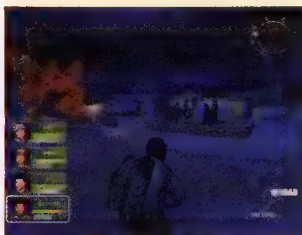
LEVEL WALKTHROUGH

LEVEL 1: BREAKTHROUGH

BEST ROUTE

Shoot any enemies from the truck and set the remaining team-mates to Fire at Will. Take two soldiers into all of the three houses – the rest will get destroyed by the ally helicopters. Use C4 on the barricade and then take the

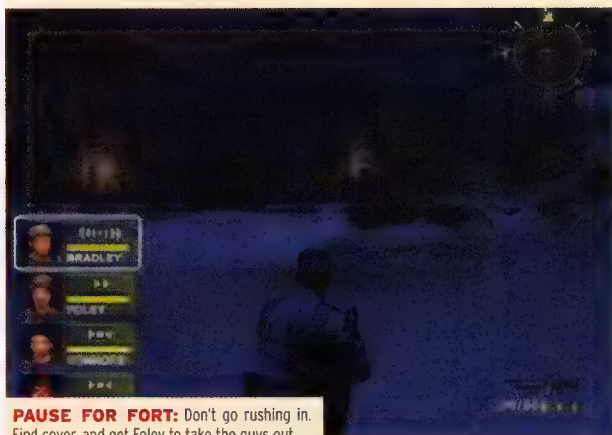
truck through to the open area. Enter the town, avoid killing any civilians and continue through. Shoot down the sniper behind you when you exit the destroyed building. Continue to the vehicles to complete the mission.



KILLER MOMENT

You're very vulnerable to attack in the open area outside the town, so split your team up to avoid this. Leave Foley in the truck, or place him on the house near the entrance. Take

the rest of the group around the left and right to surround the gunners. Make sure you don't go too close to the centre. A tank will come out and be destroyed by the allies.



PAUSE FOR FORT: Don't go rushing in. Find cover, and get Foley to take the guys out.



LEVEL 2: STREET BATTLE

BEST ROUTE

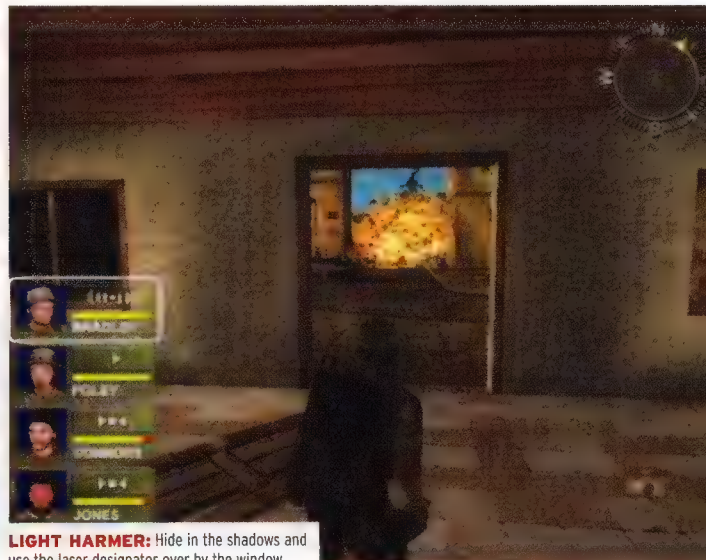
Go into the house and man the gun turret. Take the rest of the group outside to secure the area. Now get everyone through the back of the far house and use the air strike on the tank ahead. Continue and air strike another tank. Then go upstairs and sniper off the enemies from near the washing line. Leave Connors up

here crouched with a missile launcher and take everyone else down. Carry on until you see the red smoke and switch back to Connors (after leaving everyone on Fire at Will). As Connors, missile the tank that emerges below. Then kill any of the remaining soldiers and rendezvous at the red smoke.

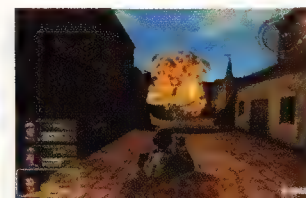
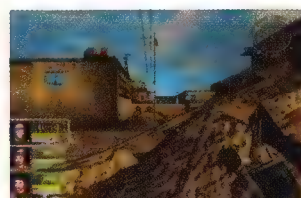
KILLER MOMENT

There are four tanks in this level, two you can get with air strikes. After the first tank, continue on until you see a mound. Take shelter left, behind the wall, and

grab the missiles from behind the archway. Get Connors to sneak/run to the building opposite and around the far right to avoid the tank. Get behind and destroy it.



LIGHT HARMER: Hide in the shadows and use the laser designator over by the window.



LEVEL 3: BESIEGED

BEST ROUTE

There's a sandstorm during this level, so don't expect to be able to see anything in great detail! Follow the guys taking point – one will die, so you must protect the other when he rests. Secure the area and go down into the sewers. Avoid the

helicopter and carry on to the bunker. Note where the exit is, it looks out on to the yard and faces a closed gate. Defend the helicopter and bunker, until told to escape. To finish, exit and head for the gate that will be destroyed when you get close.

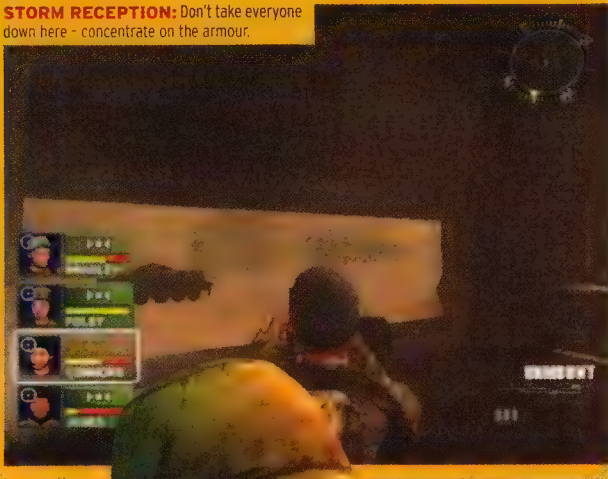


HARD BIT

Defending from the bunker is one of the hardest parts, as there are lots of tanks after you. However there's loads of ammo and a couple of turrets. Leave a soldier or two manning the

guns below and take Foley and Connors upstairs. Keep everyone on Fire at Will when helping out the helicopter. After this, stay in the stairway as it's difficult to be missed here.

STORM RECEPTION: Don't take everyone down here – concentrate on the armour.



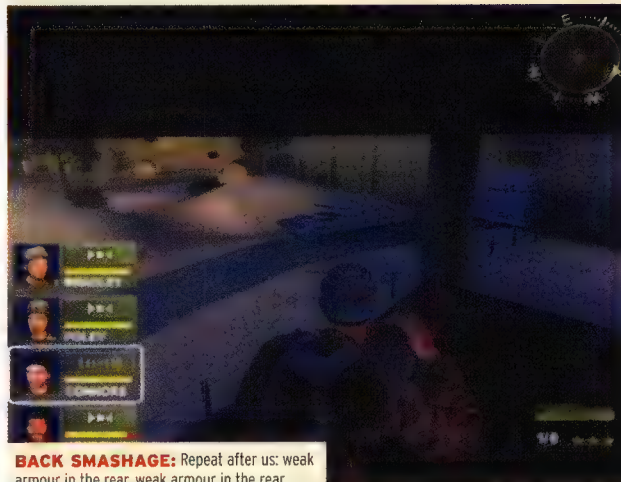
LEVEL 4: VICTOR 2

BEST ROUTE

This is a stealth level, so make sure you don't get spotted by spotlights, and pick off the guards by manning them with stealth kills and circle around the outside of areas. Leave the jeep behind until you've cleared the level. Go up the passage left and leave your sniper on the hill above the minefield. Crawl into a channel and hide, then pick off the guards and light-towers and check all the buildings. Continue past all the searchlights and secure all areas. Grab the jeep and escape.



DON'T TRENCHION IT: Take the hidden path on the left and you can sneak all the way.



BACK SMASHAGE: Repeat after us: weak armour in the rear, weak armour in the rear...

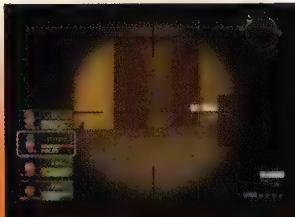
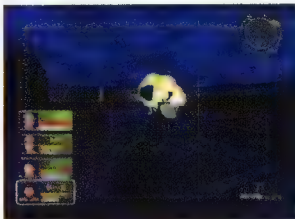
KILLER MOMENT

Get rid of all the mines before you drive over them, otherwise you're outta there. Shoot them and then stand back to watch the fireworks. Ensure that you keep Foley far away or in watch towers. There are two tanks in this level as well, but if you manage to not set off the alarm, they shouldn't be a problem for you. The first one you can simply shoot with an anti-tank missile. For the second, you need to be a bit more stealthy. Creep up to the front (there are some guards at the back) and plant and detonate C4 to eliminate it.

LEVEL 5: COMMUNICATIONS BREAKDOWN

BEST ROUTE

Take control of the first area and get to the roof of the left building, and take out the tank from here.



Exit and continue to secure areas until you get to a building with a blue door. Get to the top and use C4 to blow up the radar control room and satellite dishes. Exit and follow the map, clearing out everything along the way. Destroy the tank and blow up the three fuel tanks. You now have to escape. There's a tank waiting for you inside one of the buildings, you can use smoke grenades or missiles to disarm it and run past to get back to your jeep.

KILLER MOMENT

This happens when you're destroying the Radar control room and the satellite dishes. The helicopter is a pain, so it's a good idea to get Jones to shoot it. Wait until it's hovering fairly still to be able to shoot it with any accuracy with an Anti-Aircraft Missile. If you don't shoot it at this point, it'll follow you around for most of the level and its spotlight trained on you will make it impossible to be stealthy.



COVER WHIRL: C4 takes time to plant, so always send another man as back-up.



PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

LEVEL 6: PRISONERS OF WAR

BEST ROUTE

After being captured, you start off with just Bradley and a knife. Two soldiers will come through the door – knife them and the two in the next room to grab some weapons. Head back outside through the destroyed wall. Go into the left-most building to get the sniper rifle and further through to rescue Foley. Keep going to rescue Connors. Cross the courtyard then enter and exit the sewers.

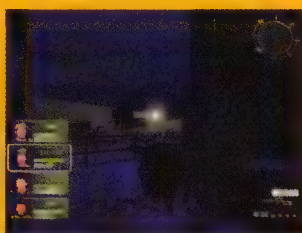


There's a tank on the top left of the open area. Get past it and there's a jeep over the bridge. Take over the building ahead and place Foley here. The bridge is blocked, so go underneath. Pick off the snipers on the roof and the tank that's over the bridge. Blow it up and assemble everyone into the jeep. The bridge is blocked so head underneath, but watch out for that tank.



KILLER MOMENT

If you see any searchlights, pick them off as soon as you get Foley. Be careful coming out of this building, and use Foley to pick off the guards with lights.



I'LL TANKER: Draw tanks out using other men as decoys, then nip in behind it.

Cross the courtyard really carefully as there may still be guards left, and many flammable barrels (which you can use against enemy groups). In the yard after the sewers, crawl round the right-hand edge and sniper off the tank gunner. Take Connors to the building ahead, keep going and shoot the rear of the tank with a missile.



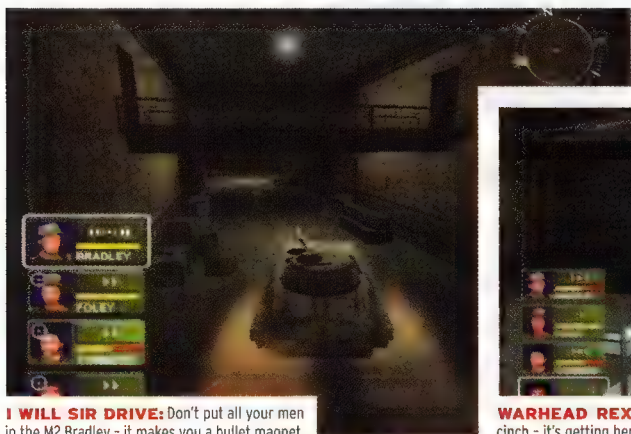
LEVEL 7: CHEMICAL WARFARE

BEST ROUTE

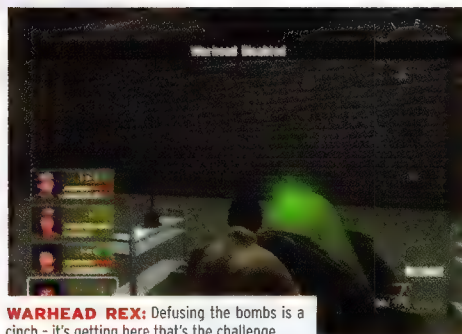
Take over the buildings and bunkers, then blow the door with C4 when you can't go any further. There are two tanks on the other side of this building. Carry on

and enter the underground compound. Continue and grab the tank they've handily left you. Leave one person in the tank as cover. Get upstairs, defuse the

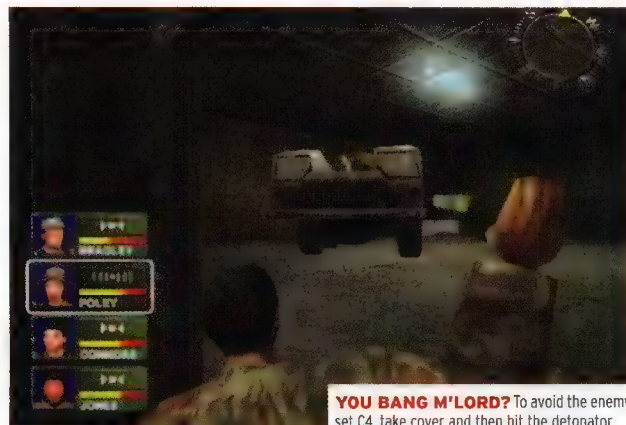
warheads and destroy the big rocket carriers (SCUD launchers) using C4 or missiles. There's a tank inside, so be careful. Don't shoot in certain areas as it will release poisonous gas. Once you've blown everything up, get back to the broken gate at the start, and kill any nearby guards.



I WILL SIR DRIVE: Don't put all your men in the M2 Bradley – it makes you a bullet magnet.



WARHEAD REX: Defusing the bombs is a cinch – it's getting here that's the challenge.



YOU BANG M'LORD? To avoid the enemy, set C4, take cover and then hit the detonator.

KILLER MOMENT

This mission can be done stealthily, but since the terrain is so open it's not easy. Foley will be spotted from far away so use silenced weapons and the cover down the sides to get close. Also, there are more tanks. There are

two outside. You can sneak around the right side and the left when the first tank is down. Use the cover of the chimneys to lure it. There's one tank inside the building – it's very difficult to get behind, so try to shoot its side.

LEVEL 8: FIRES OF KUWAIT

BEST ROUTE

There are five red charges for you to defuse here, but they're not difficult to find. The first is right by the concrete that's holding up the tubes by the van. Blow up the tank and there's the second charge in the fenced-off area in the front of and to the left of the tank. After you've picked up that, head upstairs and you'll find the third charge on the left-hand side of



a large vat. Continue on your way to the fourth charge, which is opposite a small room in the building that's a little way up from the entrance of the last area. Continue past the truck and you'll find the final charge in the building that's on the right. Zig-zag past the vats and now defend the allies by shooting out the tanks and troops.



KILLER MOMENT

The man defusing the charges is extremely vulnerable. Protect him by getting your men to cover all exits. Leave him to defuse and keep switching players to check everyone is doing their job. Help out the allies by keeping some men upstairs as cover, and others on the ground to pick off any that are missed.



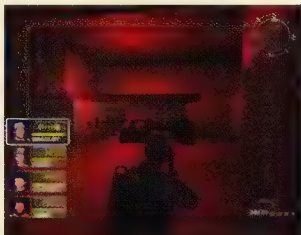
HIDE AND PEEK: With this many options for enemy cover, advancing slowly in pairs, rather than in one big group, is your best option to avoid as many surprise attacks as possible.

LEVEL 9: AIR COVER

BEST ROUTE

Eliminate the enemies and tank. Blow up the first SAMIS, then secure the area and enter the building on the left. Get yourself upstairs, check all the rooms thoroughly, then go past the dark room and the airplane. Run to the stairs that are in the far corner. Continue on inside, past the luggage belts and use the keypad to open the door. The next area is large, with two tanks and a bloke on a big gun that you must destroy. Make sure you use the sand bags as

cover; vehicles give limited cover as they will get destroyed by a missile from a tank. Once the area is completely secure, destroy the big gun at the far end and the two SAMIS on the right that are near to the entrance. Go in the door on the top left to the departure lounges. Continue upwards and destroy the Relay Control (a red-lit room) using C4. Follow the yellow pointer on the compass to board the APC to exit the level.



KILLER MOMENT

This is a town-based level and a lot of enemy soldiers have a lot of grenades in this level. So try to shoot those enemies as quickly as you can when you find yourself in a confined space. Spread your men out around you so they have enough space to escape.



BLAST RITES: Waste ammo like there's no tomorrow - because this is the final battle.

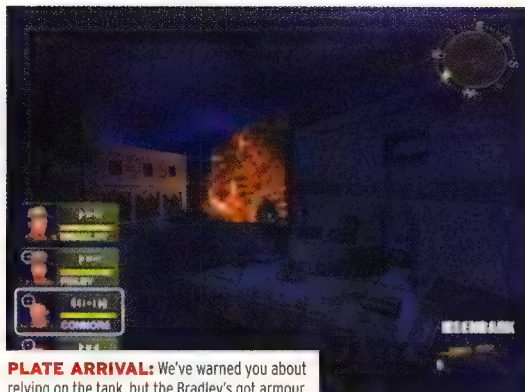
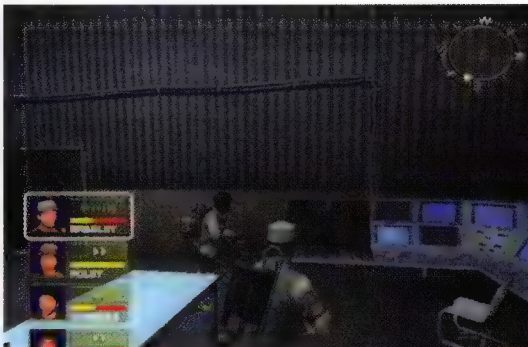


PLATE ARRIVAL: We've warned you about relying on the tank, but the Bradley's got armour.

LEVEL 10: SUPERGUNS

BEST ROUTE

Get everyone in the tank and blast your way through, but keep one person on the ground to infiltrate buildings. Keep going to the town square and use the tank's M-220 TOW Anti-Tank Guided Missile to blow up the other tank there. Continue and destroy any tanks like this. Get out at the barricade. Get upstairs in the warehouse and Laser Target the Supergun outside. Use Jones to plant the C4 on the control room through the warehouse outside on the left. Now go outside and head to the docks. There's another tank inside the warehouse. Continue through and a tank will come around the corner. Lure it one way with a man by the gap; now use Connors to missile it from its blind side. Now head upstairs in the other warehouse and laser target the second Supergun. Go back to the docks, kill everything, let the helicopter land and you've completed the game!



LOOK DIE WALKER: Pop Jones out of the Bradley and get him to scout the warehouses.

KILLER MOMENT

When you return to the docks for the final battle there'll be another tank waiting for you. There are quite a few soldiers on the cranes over the water - just snipe them and use your other troops to blast everyone else. Don't be afraid to use big weapons, since this is the final battle: The helicopter will land when there are no more enemies and that's it - mission accomplished and game over.



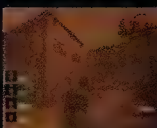
TOP 5 HINTS

Foley

1. He may wear a silly hat, but Foley is at his best when kept in darkness and has a good vantage point.

Bricks and Mortars

2. Try to surround groups of enemies, when using stealth.



Keep to the edges of a level, use walls and fences to your advantage, this means enemies can only attack you from one direction.

Battle Zone

3. Tanks are the most difficult of all enemies. Once they've spotted you, the squad needs to take cover immediately. It's possible to sneak up, or use a smoke

grenade, then lay some C4.

Secure the Area

4. If you absolutely have to have a shoot out, don't panic. Keep all your men together or split them into pairs, taking over a building at a time. Once a building has

been completely explored and all the enemies within killed, no more will spawn from inside, so move on to the next building until you have control of the whole area.

The Bellis!

5. Don't forget to switch off alarms. They flash green when they're on. You only have to go up to them and press the action button (⊕).



BELL ENDS: Kill all of the alarm switches quickly, before you do anything else, and you'll instantly slice the enemy response in half.

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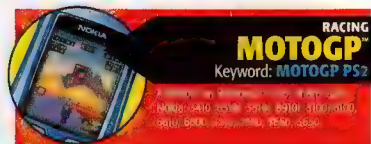
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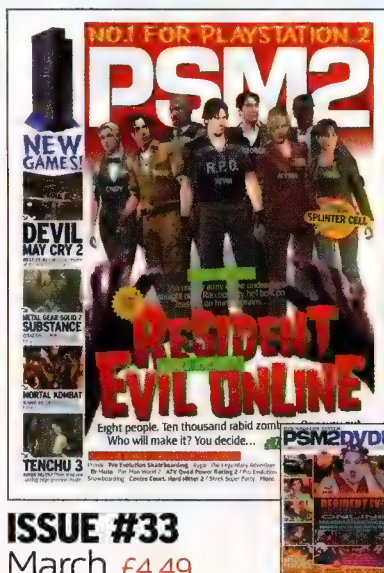
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レビュー



WRECKING ORDER: All cars break down into nuts and bolt-styled credits that you can then use to buy upgrades.



EXPECTED UK NOVEMBER

ROADKILL

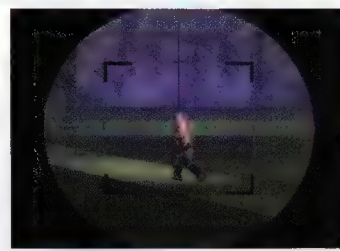
All trucked up and everywhere to go as Midway take the drive of *Twisted Metal* and make it fat like Eddie Honda.

➡ What do we like most about this game? The pedestrians. Pedestrians that get snagged on your bumper and dragged down the streets flapping about like a big ol' hooked fish. Yep, full ragdoll deaths and gore and lots of cars and roaring V8 engines and bonnet mounted heat seekers and... ooh everything, really.

The Idea: Think of this as just a clone of Sony's car combat sim, and you'd be a couple of brake discs short of the full service. It's way more than that. It's more *Mad Max* in the big bad environments of Lava Falls, Blister Canyon and Paradise City. The reason they're bad? The population's been all but wiped out by a mutant virus leaving the streets ruled by car crazed youth – much like *Reading*. The solution? Cue you, in the biker boots of Mason Strong, running people flat over 30 missions. Have it.

Best Features: While the whole story driven aspect might make you think this'd be dead linear, each city is, a) huge, and b) stacked with some really rather cool distractions.

Like the



SIGHT OF FASHION: The sniper mode and radio may be lifted from *GTA* but they sit well here.

fact that you can scavenge the parts for, and then build up to 50 different vehicles – vehicles that can carry any one of 15 tyre toasting weapons. And while we're on the subject of sweet, sweet guns, there's also the neat addition of you being able to switch between the driving seat and tail gun position. So you get to drive *and* bring sniper scopes to bear on those hapless street walkers. Oh yeah, and it's set in an alternate 1980s which means loads of *Vice City*-mimicking retro music to cruise around to. And we like that.

Bottom Line: *Twisted Metal* is old and its online variant is really not all that great. With its gang-based mentality and sharp car handling we're of the opinion that *Roadkill* just might ace it over Sony. Looking forward to it? Oh yes.

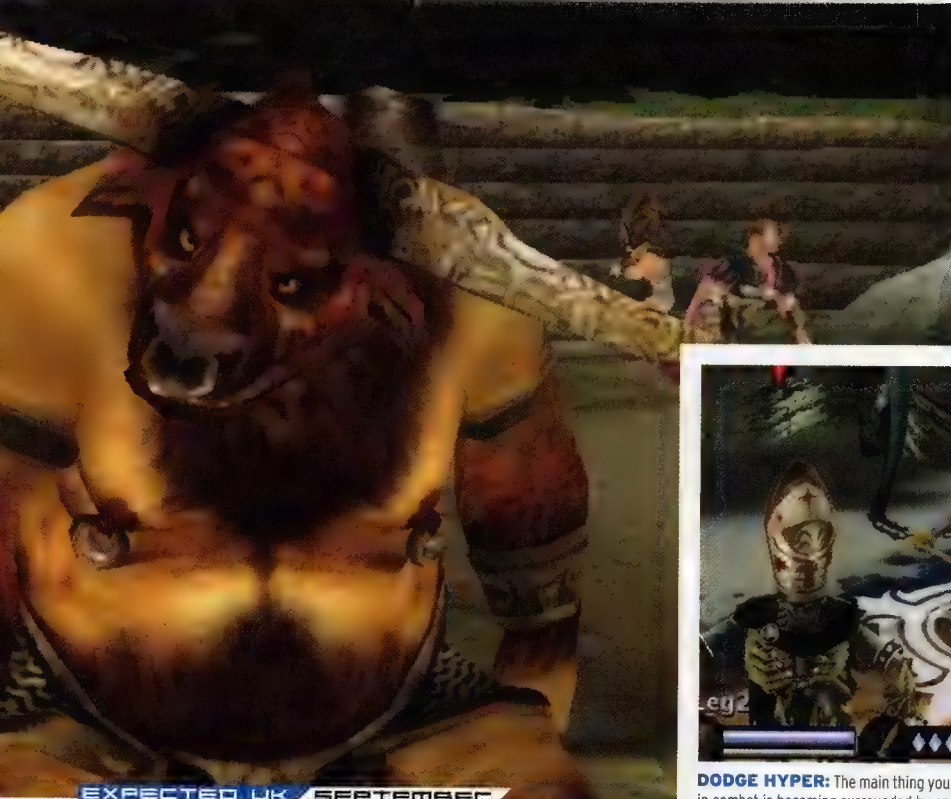
ANTICIPATION ★★★★★



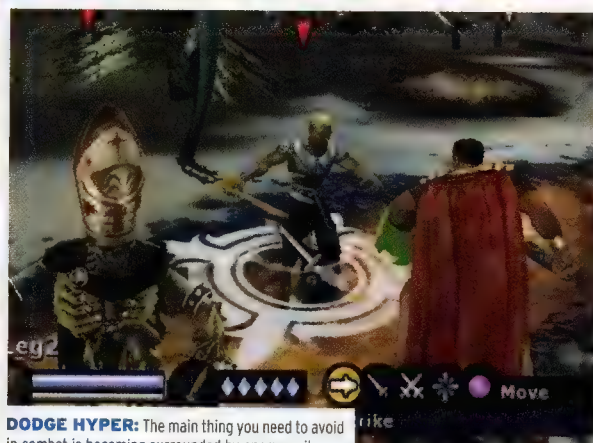
WHAT'S THE SPLATTER: Bodies hooked on your vehicle eventually come apart in a spray of limbs and gore.



YOU MAKE ME BRICK: Some scenery can be destroyed, but you need explosives equipped.



EXPECTED UK SEPTEMBER



DODGE HYPER: The main thing you need to avoid in combat is becoming surrounded by enemy units.

GLADIUS

➔ Hail geezer. Actually, it's more a case of "Yo, centurian dude," as LucasArts' olive crusher swings into action. It's got turn-based combat, it's got magical power-ups, it's got skirts... But has it got anything to make Square Enix pause for thought? Well, after our first struggle through the pre-release demo the answer's (wait for it)... a no.

The Idea: You're a gladiator in the style of Russell Harty, sorry Crowe, with a yank accent and an annoying habit of moving s-l-o-w-l-y during combat.

Best Features: The combat system isn't as bad as it sounds. Get past the 'I hit you, you hit me' opening scrote and, once magical attacks arrive, things do get more interesting. Kicker is, the amount of load screens between you and returning to the arena for your next bout is atrocious. Conversely, there's the Imperial mint touch of the recruiting screen. Imagine a football management sim where your players go out onto the pitch and slaughter each other. That's *Gladius*. There's a huge rosta of fighters, bowmen and magic users that you



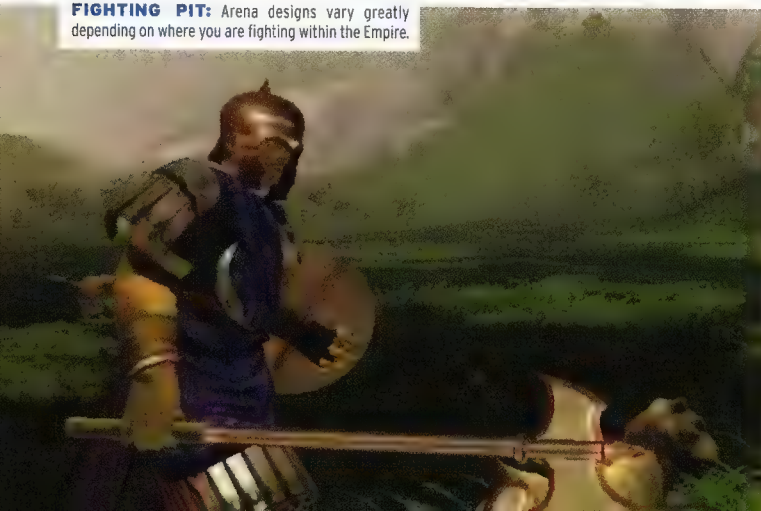
SIMON GROWL: The ground level positioning of troops is very similar to the old *Front Mission 3*.

can hire temporarily or full-time and each of them comes with their own unique ability. Fun can also be had kitting them out in the nattiest togs this side of Elysium – which approximates to 1700 usable items.

Bottom Line: Despite the obvious good looks, we're just not having a good time with the demo. For all the upgrades, spells and options it's still about an arduous wait while one bloke smacks another with a pointy stick.

ANTICIPATION ★★

FIGHTING PIT: Arena designs vary greatly depending on where you are fighting within the Empire.



EXPECTED UK OCTOBER

FORD RACING EVOLUTION

➔ **The Idea:** A huge chunk of Ford's back catalogue to unlock and rip up the road with

Best Features: A gazumping 32 vehicles to unlock and drive. Which means if you didn't get enough chucking the Gran Torino about in *Starsky & Hutch*, you can continue the three pedal abuse here. Sadly there's no indication that either the Cortina or Capri will feature – there's already a strong Americentric feeling with this one. Good news is, you also get a full spread of Rally vehicles to pop the shocks on as well as enough concept cars to keep the futurists out there happy.

Bottom Line: "You can have any colour you like as long as it's black." Slightly more diverse than Henry's original concept, but a 'specialist' interest all the same.

ANTICIPATION ★★



EXPECTED UK TBC

RUGBY LEAGUE

➔ **The Idea:** You want a kicking game, or you want a passing game? The ruck free action of *Rugby League* has been enjoyed by our friends in the north and the antipodes for decades. But, strangely, no one's brought the pleasure to console owners. Until now that is.

Best Features: The faster nature of *League* lends itself to a PS2 version but that's not the only thing here to whet your appetite. Thirty-five licensed teams, an impressive spread of tackle types, plus the ability to play an eight-way multiplayer. What else? Well, 25 gorgeously realised arenas that happily flip from day to night, mild weather to driving rain and the kind of team customisation we've only come to expect post *Snackdown*!

Bottom Line: It's a fringe interest. That said, when you consider EA's Union sales of around 70k and the loyalty of the fans, then this could easily do the same numbers.

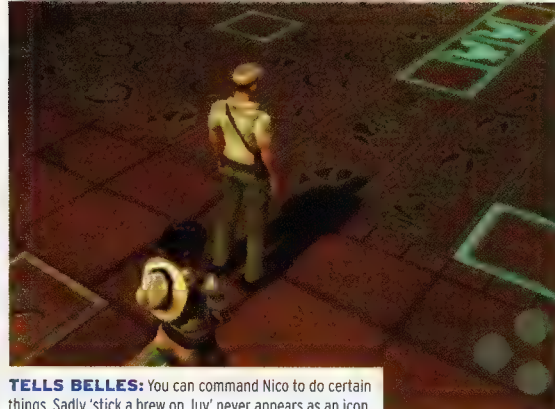
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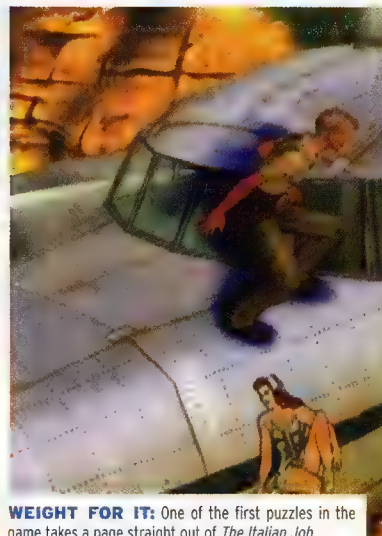
EXPECTED UK OCTOBER



TELLS BELLES: You can command Nico to do certain things. Sadly 'stick a brew on, luv' never appears as an icon.



GET THE SEERS IN: You find Madam Zazie in Glastonbury where the hippies 'dig' her outfit.



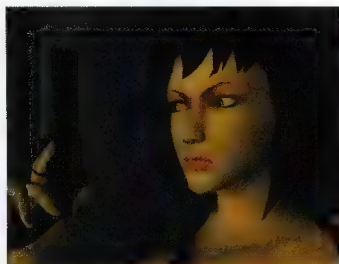
WEIGHT FOR IT: One of the first puzzles in the game takes a page straight out of *The Italian Job*.

BROKEN SWORD THE SLEEPING DRAGON

Back by popular demand, because a lot of you are still trying to see what the appeal is of following George down a very linear path filled with things that he can interact with in one of 30 ways. In this time of interactive car chases, where you get to talk to the pursued while popping caps at them it's hard to see the appeal of this one. But, trust us, there is appeal nonetheless.

The Idea: The detail of the plot has to be a draw. Anyone who played the earlier games will know what to expect. Cults, ancient artifacts, diabolic machines... Gripping stuff, and yet you encounter it all in an updated *Flashback* kind of way.

Best Features: No idea what we're talking about? Well, dynamic cameras aside, this is all about finding 'the solution' even in the action sequences. You've got a set number of options that appear whenever you attempt to interact with anything. Trick is to find the right one at the right time. Not exactly a 'best' feature, but certainly a different one. Another thing that's cropped up as a result of our latest play, is the increase of bemani-styled



LADY SAVE: She's lying in wait for Nico. You have to floor her with a fridge. No, it's true.

action triggers. For instance, George, on a pressure plate in front of a wall of quivering spikes. Tap the 'jump' icon the second it appears and survive. Dither for a millisecond and receive multiple body piercings without a nice fake diamond stud as a consolation prize. It may not match dodging bullets with a shoulder button duck option, but it does add some vigour to an otherwise thoughtful puzzle solver.

Bottom Line: It's a looker, we know it's got a plot tighter than a Hollywood blockbuster, but we can feel the distance between us and any sense of immediacy whenever we play.

ANTICIPATION ★★★



GRIP TEASE: Here's that spikey bit we mentioned earlier. It's a run of crumbling masonry and split-second leaps.

LOTR: TREASON OF ISENGARD

"PLAYABLE FRIKKIN' ENTS!"



EXPECTED UK NOVEMBER

FOREST DUMP: While the visuals might not be as crisp as those of the EA title, they still do a convincing enough job.

WOODY WOOD PECKER: You even get to play as Treebeard and stomp the shite out the forces of Isengard.



LORD OF THE RINGS: TREASON OF ISENGARD



YOU AXING ME? The orc killing competition between Legolas and Gimli has been recreated in the co-op.



THE SLICE MAN: Aragorn may lack the pixel perfect looks of a virtual Viggo Mortensen, but his sword action's very similar.

➔ The last battle for ownership of the one ring resulted in a resounding victory for EA. Despite being hack heavy, while plot light, it benefited from looking exactly like the film. Vivendi's effort, on the other hand was larger, more complex but ultimately looked like a Nazgul's goolies. And so on to round two.

The Idea: If you don't know by now you never will. It's Mr Tolkein's monster epic told from the perspective of seven playable characters, that's (breath in) Aragorn, Legolas, Gimli, Frodo, Sam, Golum and Treebeard (and relax).

Best Features: Playable frikkin' ents! The EA game may have its toffee-nosed online compatibility, but can

you squish orcs under your huge moss covered feet? Well, can you? OK, so we're taking the rivalry a bit far perhaps, but there again seems to be a lot more going on behind the scenes with this one. A two-player co-op mode, seven playable characters, the potential for greater exploration... It's the ring but in a more sprawling, less pretty way.

Bottom Line: If you felt stung by the poor graphics of the first game, then you'll definitely see an improvement here. And if you go to Moria and started getting into frying goblins with Gandalf's spells, then this could well be the 'Rings game for you.

ANTICIPATION ★★★



EXPECTED UK MARCH

SUPER FARM

➔ **The Idea:** A farmyard full of sexually frustrated animals battling for the attentions of an obese turkey called Pamela. Merde!

Best Features: For those of you who remember Powerstone on Dreamcast, this is a similar premise... but with a very French feel. You pick a creature, you fight using cartoon implements, you win, you lose. Things get sexed up thanks to the odd environmental trigger – explosive barrels and cows that literally shit you across the level – but it still remains incredibly one dimensional as far as gameplay goes.

Bottom Line: Get the feeling we're finding nothing appealing about this? The drive to unlock new characters just isn't motivation enough to crawl into anyone's arse, let alone a cow's.

ANTICIPATION ★



EXPECTED UK OCTOBER

NAVAL OPS: WARSHIP GUNNER

➔ **The Idea:** Break out the bunting and flank speed ahead as Koei's battle ships get chucked into an alternate dimension to fight like water borne mechs.

Best Features: While the handling of the ships themselves is far too reactive – you'll get no sense of inertia here – the actually gunnery is pretty special. Broadside an enemy vessel switch to your deck gun mode and let rip. Sinking ships = cash for upgrades like aircraft, better hull shielding and increased shell range. Plus, you can even create your own cruisers.

Bottom Line: More niche than an alcove in a brass rubbers' community centre. And yet, we can't help but find this oddly compelling.

ANTICIPATION ★★★



EXPECTED UK OCTOBER

WHIPLASH

➔ **The Idea:** Bunny gets chained to weasel who attempts to break free from the animal research centre where they're imprisoned.

Best Features: Definitely not one for the animal activists, despite the 'anti vivisection' drive. See Spanx – he's the weasel – is incredibly sadistic to his bunny companion. Throughout levels there are charge points where you can invest the indestructible Redmond with elemental energy. Once alight, or frozen solid, Spanx can then use his pal like some kind of medieval mace to beat the living bejesus out of lab coated researchers. Vicious.

Bottom Line: The characterisation is spot on, but the missions we've played lacked any deeper structure than smash everything and escape.

ANTICIPATION ★★



EXPECTED UK NOVEMBER

YU-GI-OH

➔ **The Idea:** Historical revisionism of the War of the Roses as only the Japanese know how. Pokemon meets Dynasty Tactics in an ancient Britain none of us will ever recognise.

Best Features: It's a card battle game so don't expect anything other than a glorified version of mah jong meets chess with lots and lots of pretty cards instead of pawns. That said, when enemies clash, the animations that kick off are alright in a very basic RPG kinda way. Other than that, the deck-building collection drive is the only real motivation to keep you at it.

Bottom Line: An RPG in its most stripped down form. For us, even with the knowledge of the success of the cards in the real world, that still seems pretty joyless.

ANTICIPATION ★★

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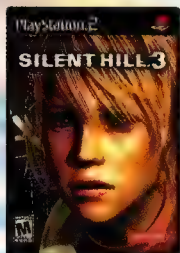
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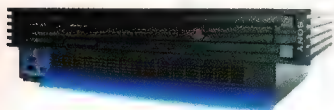
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Memo

From:

Dwight Schpeeglepecker,
Head Honcho,
Crystal Dynamics.

To:

The Guys.

Friends and colleagues,

How's it hanging! Whoa, this internal memo system totally rules. Dwight is in the hizzoose!

Right, by now most of you will know that we've just got the contract to make the next Tomb Raider game. Yeah, I know, I can hardly believe it myself! Those Core Design limeys must be crying into their chips and fish!

Anyway, I was thinking about what we could do with that Laura lady. Just to get you started I thought I'd get some ideas down. Jeez, a broad who raids tombs. How hard can it be?!

Let's kick ass!

Dwight

Wouldn't Laura be better as a man?
I mean, who wants to play as some
Brit chick? And better than a man,
how about an undead man... Like
some kind of... nightcrawler...

like a... **a vampire!**

Yeah, that's it, a vampire! Let's
make the frikkin' broad a vampire!

Where should we set the
thing? The current game is in
Paris and Prague (wherever
the hell they are). How
about... somewhere really
dark and scary... Like some
kind of kingdom of the
undead... Like an ancient
netherworld... Ruled by...
Vampires! Yeah, that's it.
VAMPIRES! Jeez, this shit
is writing itself!

And do that morph
thing between 'light
and dark' worlds.
Kids flip for that.

And see if **Fred Durst** can do
Laura's voice. He'd totally rock as a
triple-breasted vampire!

And get **Papa
Roach**
to do the music.

Laura's always had a nice rack but you
don't get to see enough of it, y'know?
How about putting her in a bikini!
Like all the way through the game. We
could have a sauna level where she like,
gets really hot and takes it off. And a
crazy jelly wrestling minigame!
Now we're cooking!

And perhaps a third
breast? Or just one
huge one? With a rocket
launcher inside?

Dude, she hasn't even got
wings! How the hell is she
supposed to glide between
platforms if she hasn't even
got wings? Don't give her
proper wings though. Those
shabby broken ones.
You know the drill.

Just one thing. Eidos say they need it
finished by next Thursday...



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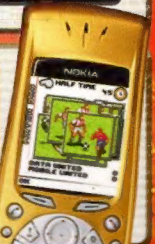
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